

The Art of

STAR WARS  
**UPRISING**

Disney · **LUCASFILM**  
LTD. CO.

Edited by Michael Dashow • Foreword by Daniel Erickson

**KABAM**

# The Art of



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*Star Wars:Uprising* software © 2015 developed by Kabam, Inc.









# Foreword

Star Wars is the great, modern, western mythology. A cultural touchstone beyond anything that has come before or after, it continues to impress and delight new generations. Children that have yet to see a single movie run around with Stormtrooper backpacks and the least pop culture savvy among us understands Darth Vader references. With almost forty years of Star Wars wonder to build on, the chance to create one of the first ever stories to take place in the post *Return of the Jedi* time period was an enormous challenge and honor. By far the biggest part of that challenge was making sure that *Star Wars: Uprising* looked and felt like the classic Star Wars that started it all while still being relevant to the modern audience.

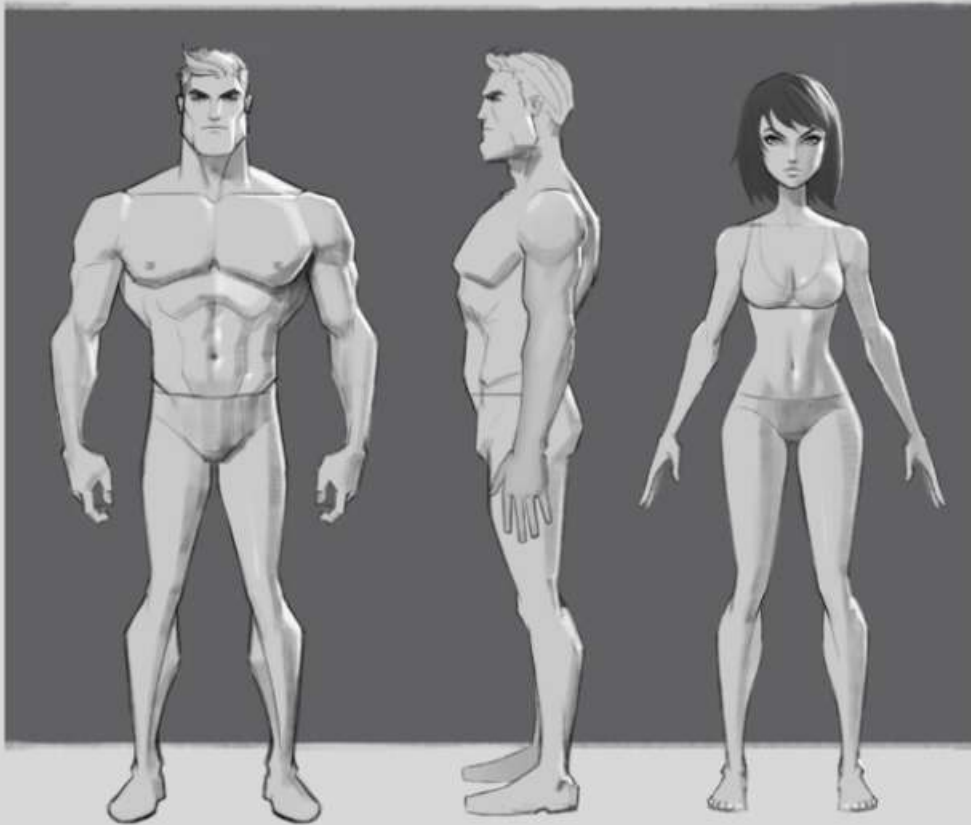
Star Wars is a lived-in universe. It has dirt and grime, nuance and noise. It has aliens from thousands of worlds coming together in environments that have a distinct World War 2 influence and an underlying tone that hearkens back to serial adventures from early cinema. The cantinas are more *Casablanca* than sci-fi, the wardrobes more at home in *The Bridge on the River Kwai* than in *Star Trek*. It has a spirit and a feel all its own but has limitless borders for expansion and new ideas.

It was with those touchstones in mind, and Star Wars in their hearts, that *Uprising's* incredible art team took on the awesome task of bringing to life the journey of two siblings from a backwater world that are, as all of us were once, on the cusp of discovering the magic of the Star Wars universe for the first time. This is their story.

- Daniel Erickson  
Director  
*Star Wars: Uprising*



# Character Design



Above:  
Early body templates  
**Den Yang**

Top right:  
Facial expressions test  
**Brian Matyas**  
over model & texture by  
**Jay Doherty**

Lower right:  
human male face detail  
**Brian Matyas**



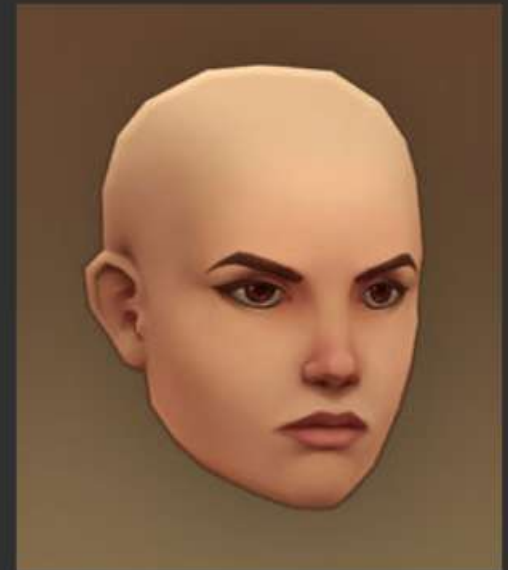
Characters in *Star Wars* are iconic and beloved. Creating original characters for a franchise of such epic proportions brings a responsibility to live up to challenging expectations. They absolutely *had* to hold up their end of the bargain for the game to sell as legitimately *Star Wars*. The character design team sought to embody the spirit of the original trilogy in every design produced. The results are in the game: The characters, the vast amounts of gear, the weapons. *Uprising* is in fact *Star Wars*. I am super proud of our amazingly talented and committed concept team.

- Aron Lusen  
Character Art Director



Hairstyle concepts  
Brian Matyas





This page:  
base player character  
male & female model & textures  
**Jay Doherty**



At the start of the project, the direction was going to be more "heroic" and "blocky" in the character size and proportions. Later the style shifted to more realistic.

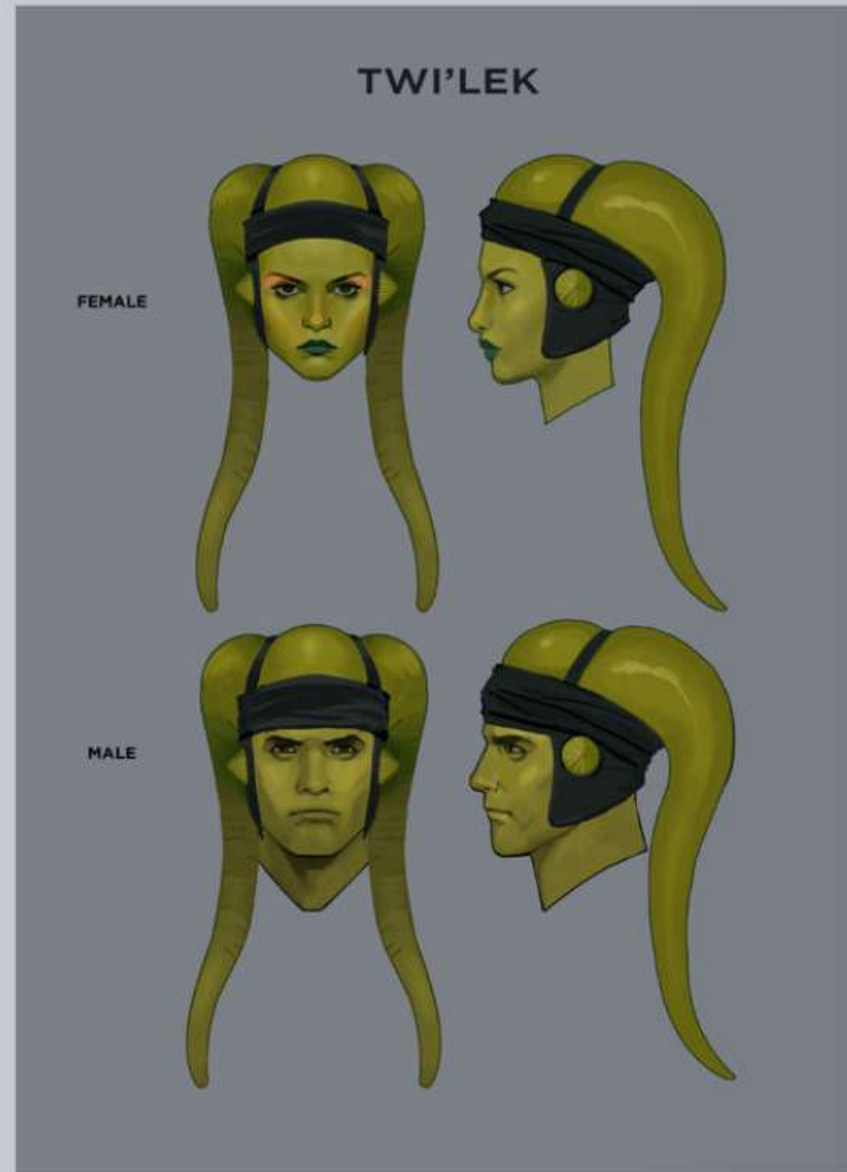
- Jay Doherty  
3D Artist



Above:  
Early 3D male base model  
**Jay Doherty**

Top left & bottom left:  
base player character  
male & female model & textures  
**Jay Doherty**





Top left:  
Zabrak player head options  
Brian Matyas

Lower left:  
Female Twi'lek model & texture  
Jay Doherty

Right:  
Twi'lek heads  
Brian Matyas

We did quite a bit of player species exploration. From tattoos, to skin tone and special head gear. The artists dove into *Star Wars* canon to provide players with enough variety to customize their characters.

- Aron Lusen



This page:  
Twi'lek head options  
Brian Matyas





# The Trade Spine

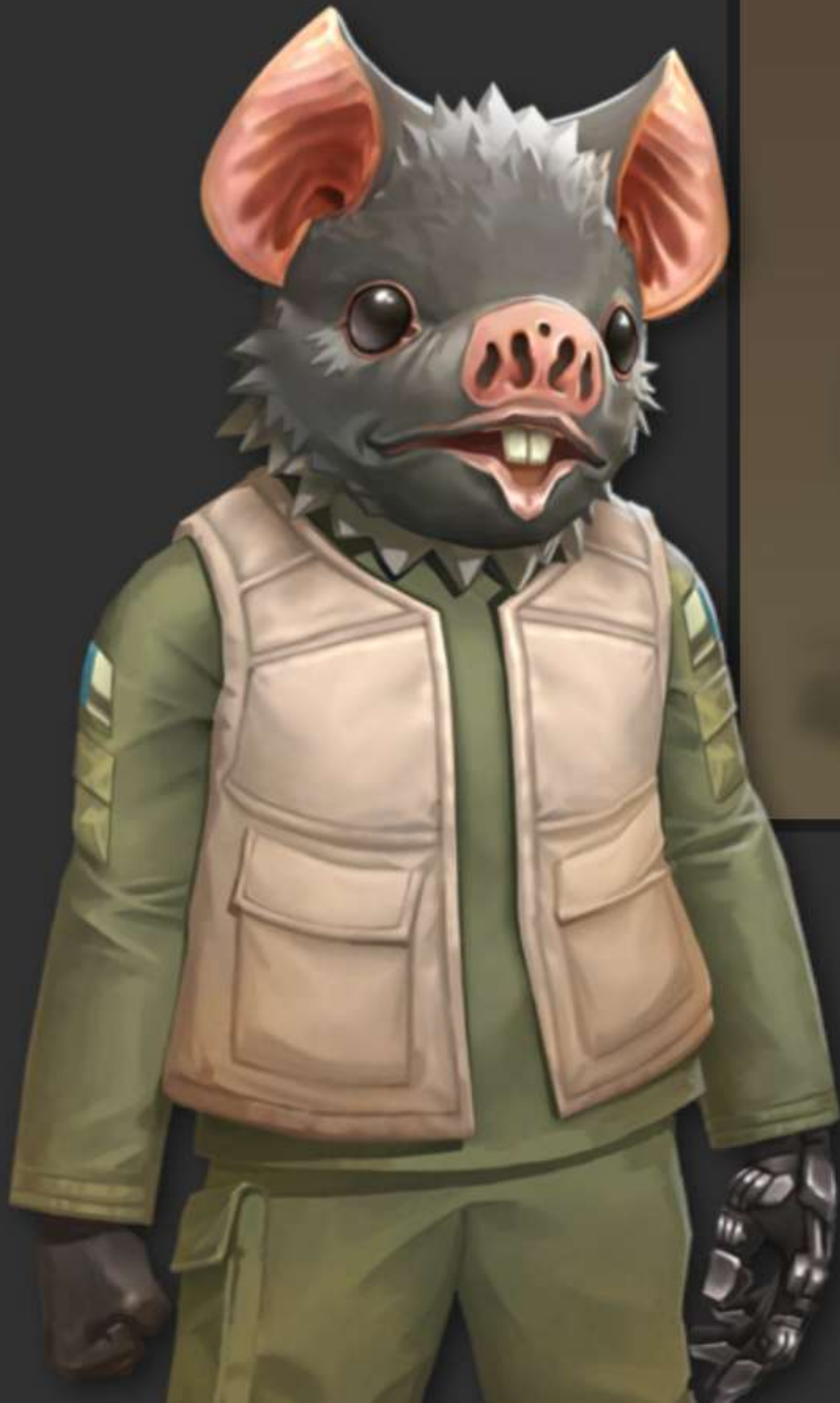
Half-union, half-privateer network, this group of smugglers and freelance mercenaries value personal freedom, independence and relaxed regulations above all else.



Shortpaw Loading Screen  
Brian Matyas

In this illustration, I focused on capturing Shortpaw's unassuming nature, centering him in the hustle and bustle of the market where no one takes notice of him but he is clearly the one in control. It was challenging choosing a low camera angle to give him a presence, yet make him feel small in stature.

- Brian Matyas



Above:  
Shortpaw model & texture  
Jay Doherty

Left:  
Shortpaw portrait  
for Special Offers page  
Johannes Holm

The little Chadra-Fan was a fun character to design. Originally named Mouse, I designed him with a cybernetic hand and thus he was named Shortpaw. I wanted his costume to be very simple and utilitarian. He is a character who doesn't like to attract attention to himself.

- Brian Matyas





Above:  
5-star Bodyguard MotD illustration  
**Jordan Louie**

Right:  
Bodyguard early concept  
**David McNeal**

Far Right:  
Tryken (Bodyguard trainer)  
in-game model & texture  
**Art Coding**  
paintover by **Jordan Louie**

Facing page top left:  
Bodyguard 5-star gear  
**Jordan Louie**

Facing page top right:  
Bodyguard gear Evo 2  
**David McNeal**

Facing page bottom:  
Bodyguard Loading Screen  
**Brian Matyas**









GRENADE  
DETAIL



HOLSTER





Facing page:  
Smuggler model sheets  
David McNeal

Above:  
Male/Female Ultimate Smuggler models  
Art Coding

Far left:  
Early Smuggler Concept  
Brian Matyas

Middle left:  
Twi'lek smuggler paintover  
Kate Burgess

Left:  
Human smuggler female  
in-game model & texture  
ncubate







I was adamant quite early on when discussing what to do for loading screens in game that we should do illustrations that would feel classic and at home with Ralph McQuarrie's impressive body of work. I really wanted these to illustrate a moment in time in the *Star Wars* universe with each archetype being represented in classical manner. It was also important for each to be diverse in composition, palette, and mood.

- Brian Matyas

Left:  
Smuggler Loading Screen  
Brian Matyas

Bottom:  
Twi'lek Smuggler MotD image  
Jordan Louie







Left & Far Left:  
Early Pilot concept  
(note the Lightsaber on the hip)  
Brian Matyas

Above & Top:  
Pilot 3D models & textures  
Art Coding



Top:  
Character race illustration  
Brian Matyas

Left:  
Faction illustration  
Brian Matyas





# The Ivax Syndicate

The secretive Ivax Syndicate is best known for its involvement in underground gambling, racing, and blood sports. Behind that veneer lies a vast and powerful criminal enterprise able to exert influence throughout the entire Anoat sector.



Voras Loading Screen:  
Brian Matyas

When coming up with complicated illustrations with multiple characters in a science fiction setting, it's important to have a process that you can rely on. I like to do loose shape thumbnails and color comps to start, then I move straight to SketchUp to design the environment, set up the composition, focal length and lighting. I then export the scene as a 2D graphic to Photoshop, to paint over with the characters.

- Brian Matyas

Voras full body paintover:  
Ryan Lee



A silent partner in a thousand dummy enterprises and the secret handshake behind a million dirty deals, Voras prefers to keep in the shadows. Healthily paranoid and emotional when startled, Voras plays a long, carefully planned game towards defeating the Empire and building his own power base. First among his goals at all times is making sure nobody of importance in the Empire ever says his name.





Facing page top left:  
Hutt Turnarounds  
David McNeal

Facing page bottom:  
In-game cut scene  
Cinematic arrangement by  
Trevor Grimshaw  
Jonathan Newberry  
Game capture by  
Mark Paasche  
Paintover by  
Michael Dashow



Top:  
Ivax syndicate  
NPC portraits  
Various artists

Far left:  
Evo 2 Zabrak Enforcer  
paint-over by  
Kate Burgess

Gurnot in-game model  
model & texture by  
Art Coding  
paint-over by  
Jordan Louie

Left:  
Hutt Enforcer concept  
Brian Matyas




Bottom:  
Hutt Enforcer evolution  
Zach Oldenkamp

For this design I wanted to reference costumes not just from Jabba's palace but also from historical Nordic and Scandinavian garments. The majority of the costumes from Jabba's palace, especially the Skiff Guard and Lando's disguise, are pure fantasy and hardly contain any technological components. These would be quite crude in construction, relying mostly on hide and other animal parts for the majority of the fabrication.

- Brian Matyas





Brian's bounty hunter loading screen just knock my socks off. The loading screen's color and mood really sets a strong tone... like you can imagine the surrounding environment and infer story, and it has been my desktop wallpaper since it was created.

- Ken Capelli  
Art Director

Bounty Hunter Loading Screen  
Brian Matyas



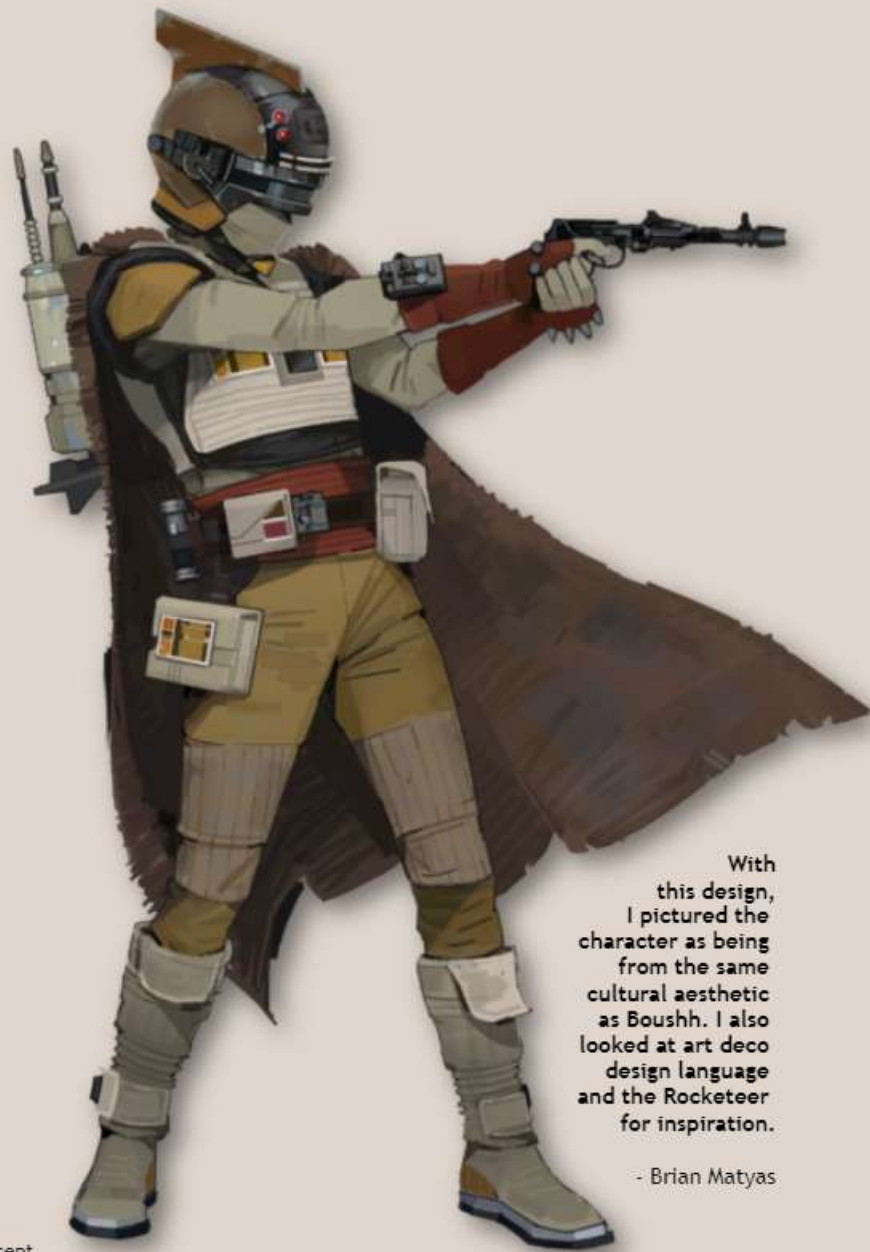


Early Bounty Hunter  
concept development  
Brian Matyas

All of these designs, from the Mandalorian Boba Fett look to the more mercenary repurposed armor, capture the bounty hunter archetype and are iconic in their own unique ways. I think players wouldn't mind sporting any of these armor sets, but sadly they didn't make the initial cut.

- Brian Matyas

STAR WARS  
UPRISING



With this design, I pictured the character as being from the same cultural aesthetic as Boushh. I also looked at art deco design language and the Rocketeer for inspiration.

- Brian Matyas

Top left:  
Bounty Hunter 5-Star outfit  
Jordan Louie

Above:  
Turnarounds  
Zachary Oldenkamp

Right:  
Bounty Hunter concept  
Brian Matyas



Ivax concept exploration:  
Brian Matyas





# The Rebel Alliance

The Alliance is the strongest voice of opposition to the Galactic Empire in the galaxy, but is relatively weak within the Anoat sector. Most Rebels in the sector are largely independent and have never had contact with the main Rebel Alliance.

I love how *Star Wars* is a space western. Since Tam Bastion is the leader of the Rebel faction and a smuggler, I wanted him to be heroically represented as an overly confident cowboy in a spaghetti western-style duel. Tam Bastion always shoots first!

- Brian Matyas



Tam Bastion  
Loading Screen:  
Brian Matyas



Left:  
Tam Bastion concept  
Johannes Holm

Top right:  
3D model & texture  
Jay Doherty

Right:  
Tam head detail  
Johannes Holm

Far right:  
Tam comlink portrait  
Zachary Oldenkamp





Rebel Guerilla  
Loading Screen:  
Brian Matyas



# REBEL



As Star Wars fans, it was a thrill to design for our Rebel Archetype sets. Referencing all of the original, iconic pieces from the films, the artists looked to also inject new creativity and variety for players.

- Aron Lusen



Top:  
Early Rebel progression  
Brian Matyas

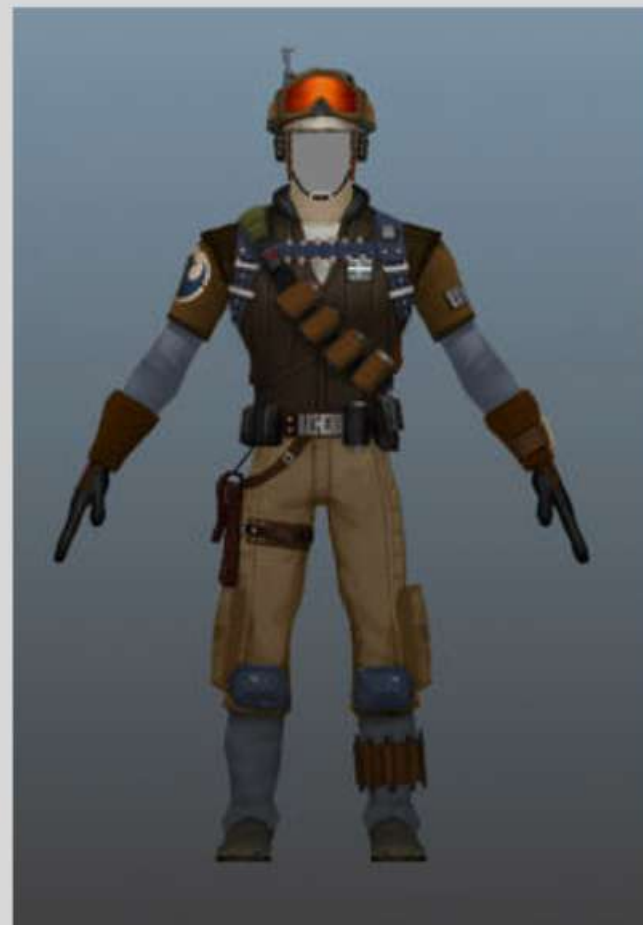
Bottom right:  
Rebel Guerrilla turnaround  
Den Yang



Far left:  
Rebel Guerrilla  
3D model & texture  
ncubate

Left:  
Mikral, Commando  
Trainer portrait  
Cullen Brown

Below:  
Guerrilla 5 Star texture  
Art Coding





Far left:  
Rebel Guerilla  
3D model & texture  
ncubate  
paintover  
Kate Burgess



Left:  
Rebel Commando  
3D model Paintover  
Cullen Brown



Below:  
Rebel Commando Evo 2 gear  
David McNeal





Above:  
Female Operative concept  
Brian Matyas



Upper right:  
In-game model  
& texture  
Art Coding



Lower right:  
Turnaround  
Brian Matyas



Top left:  
Commando loading screen  
Zachary Oldenkamp

Bottom left & center:  
Rebel concepts  
Den Yang

Bottom:  
3D model & Texture  
ncubate





# The Noble Court

Before the rise of the Republic, the Anoat sector was ruled by Nothoiin Noble families. Despite Imperial efforts to stomp them out following the fall of the Republic, these families still exist and actively work to return to their former power and prestige.



Noble Loading Screen:  
Brian Matyas

This illustration was all about the feeling of heroism in the midst of action. A sunset palette just seemed the most appropriate for initial impact and to have the viewer feel like they are in the heat of the action with these characters.

- Brian Matyas



Regal was a very important feeling to capture with Her Majesty. I also wanted her costume to feel classic and ornate but without feeling impractical. Because of her golden flesh tone and royal symbolism, a regal purple palette felt the most fitting.

- Brian Matyas



Her Majesty loading screen  
Brian Matyas



Left:  
Her Majesty concept  
Brian Matyas

Top right:  
Character turn-arounds  
Zachary Oldenkamp

Above:  
Comlink portrait  
Zachary Oldenkamp

Left:  
In-game character  
Model & Texture by Art Coding  
Paintover by Michael Dashow

The male and female diplomat designs needed to reflect the professional politician in the Star Wars universe. I stuck to design language in the original trilogy and also pulled inspiration from Moebius and Jean Paul Gaultier. I wanted to make each costume distinctly masculine and feminine instead of an asexual uniform look.

- Brian Matyas







Diplomat outfits:  
Brian Matyas



Left:  
Diplomat  
3D model & texture  
ncubate  
paintover  
Cullen Brown

Top right:  
5-Star Diplomat Outfit  
3D model & texture  
ncubate

Bottom right:  
Loading Screen  
Kate Burgess



It's a real challenge making art to match Brian's style. We pretty much take a technically opposite approach. I'm just messy and smooshy and he works entirely in graphic chunks and adds line later. I had to approach this screen using his techniques. It was a really cool experience and I learned a lot from it.

- Kate Burgess



Top left:  
Nobles 3D variations  
Art Coding

Above:  
Male 5-Star Noble outfit  
Art Coding

Above Right:  
Noble Evo 2 front concept  
Zachary Oldenkamp





Top left:  
Gambler Evo 0  
Jordan Louie

Top left:  
Gambler Evo 1  
Jordan Louie

Right:  
Gambler concept  
Brian Matyas





# The Kouhun

The Kouhun is a secret, incredibly organized sect of assassins, blackmailers, and kidnappers that have been blamed for numerous deaths of prominent officials throughout the sector. They operate in the shadows, often preferring manipulation and deception to open conflict.



Deathstick Loading Screen:  
Brian Matyas

The most important thing when designing Deathstick was to balance horrifying and alluring in her nature. The final design hit both notes without being too creepy and disturbing or overly sexualized and distastefully feminine.

- Brian Matyas



Above:  
Deathstick alternate  
head designs  
Brian Matyas

Far left:  
Deathstick concept  
Brian Matyas

Right:  
3D model & texture  
Jay Doherty  
Paintover  
Michael Dashow







Contract Assassins  
3D model & texture:  
ncubate

Top left:  
Teras Kasi Evolution  
Zachary Oldenkamp

Bottom left:  
Teras Kasi 3D Model & Texture  
ncubate

Right:  
Teras Kasi concept  
Brian Matyas





Saboteur Loading Screen:  
Zachary Oldenkamp

I was happy with the results of the Saboteur loading screen. The process of creating a compelling image with interesting storytelling is always a fantastic puzzle. Emulating Brian Matyas' way of working proved to be a fun challenge as well.

- Zachary Oldenkamp



Below:  
Saboteur concept  
Brian Matyas



Middle:  
Saboteur paintover  
Cullen Brown



Bottom right:  
Saboteur turnarounds  
Zachary Oldenkamp



Top right:  
Saboteur trainer Sixess  
Cullen Brown





# The Empire

The Galactic Empire's rule has been ordered, disciplined, and to many, brutally tyrannical, giving rise to dissent and rebellion. Within the Anoat sector, Imperial Governor Adelhard has combated that dissent with blockade and oppression, enforcing Imperial will at any cost.



Imperial Officer Loading Screen:  
Brian Matyas

To showcase the Imperial Officer gear, it was appropriate to have him on the bridge of a Star Destroyer. This shot captures a moment where this character is just leaving after getting orders from Adelhard. I wanted the officer to convey concern through the veil of practiced composure.

- Brian Matyas





Far left:  
Imperial Operative  
early cexploration  
(not used in game)  
Brian Matyas

Top right:  
Imperial Officer  
3D models & textures  
Art Coding

Left:  
female Imperial Officer  
early concept  
Den Yang

# NO BACKPACKS ON IMPERIAL OFFICERS!

An important rule  
to adhere to when  
designing for *Star  
Wars* is to remain  
true to iconic  
outfits.

Despite our need to  
fulfill game design  
and complete all  
slots for a given  
gear set, the  
Imperial Officers  
are the outliers.

While our early  
designs show  
officer backpacks,  
they did not make  
it into the game.

NO BACKPACKS!

- Aron Lusen



SIDE HIP HOLSTER



LOWER LEG  
HOLSTER



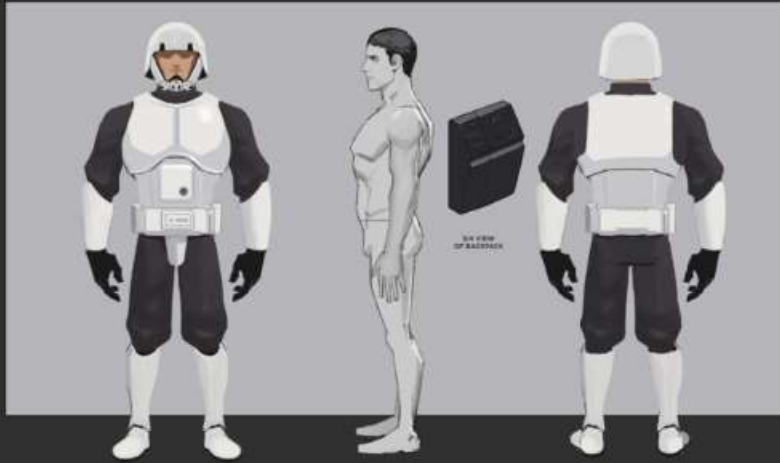
HAT

Early Imperial  
Officer  
exploration  
Den Yang



Stormtrooper Loading Screen  
Brian Matyas





I got to make a Stormtrooper  
for the *Star Wars* franchise.  
Childhood dream achieved.

- Jay Doherty  
3D Artist



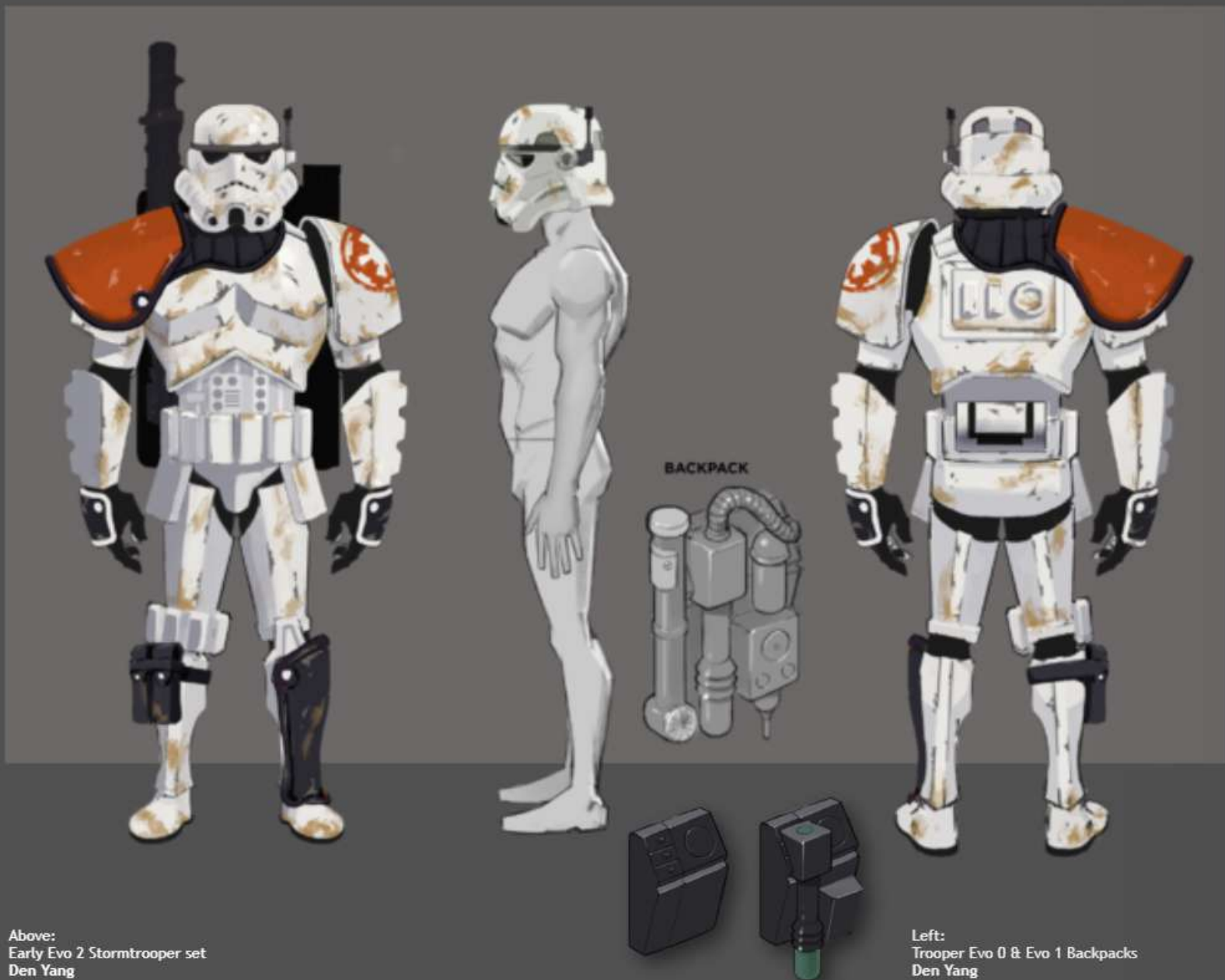
Facing page top left:  
Low-level trooper concept  
Den Yang

Facing page bottom left:  
Stormtrooper MotD  
Zachary Oldenkamp

Facing page right:  
Early Stormtrooper concept  
Brian Matyas

Above:  
early Stormtrooper model  
Jay Doherty

Left & Far left:  
Stormtrooper model & texture  
ncubate  
paintover  
Ryan Lee



Above:  
Early Evo 2 Stormtrooper set  
Den Yang

Left:  
Trooper Evo 0 & Evo 1 Backpacks  
Den Yang





EVO 0

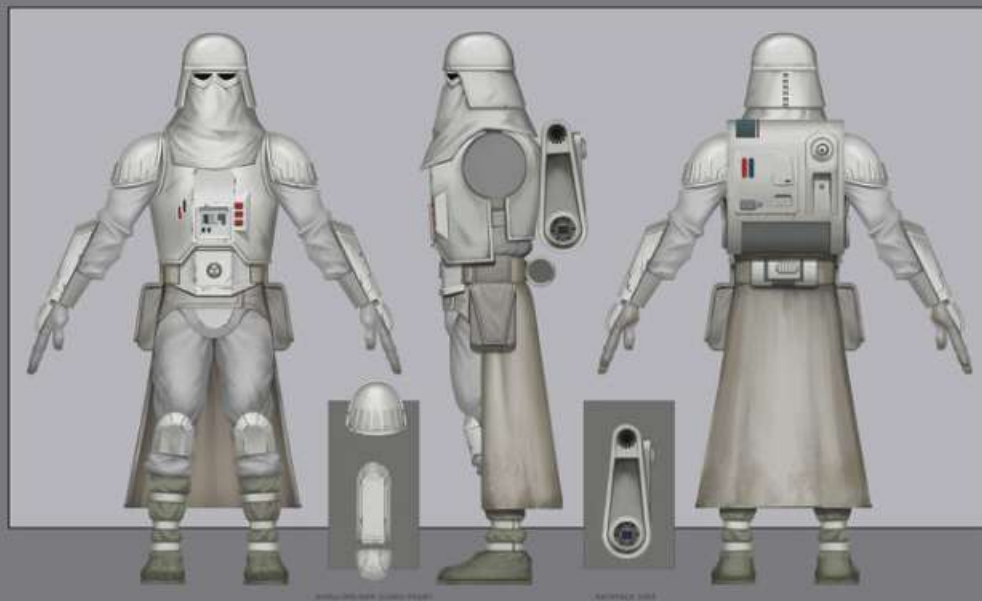
EVO 1 (SAME AS FILM)

EVO 2

Scout Trooper evolution exploration  
Cullen Brown

Helmet side view:  
Cullen Brown





Top left:  
Snowtrooper  
Turnarounds  
Johannes Holm

Far left:  
Snowtrooper MotD  
Johannes Holm  
Kate Burgess

Left:  
Snowtrooper MotD  
Jordan Louie

Right:  
Snowtrooper  
Kate Burgess



EVO 0



EVO 1



EVO 2





When we first started designing characters, we didn't know the time period that our title would be set in the Star Wars universe. We developed and built some assets that were ultimately sidelined work. You could say time and resources were sadly tossed aside. Tell that to Vader. Dare you.

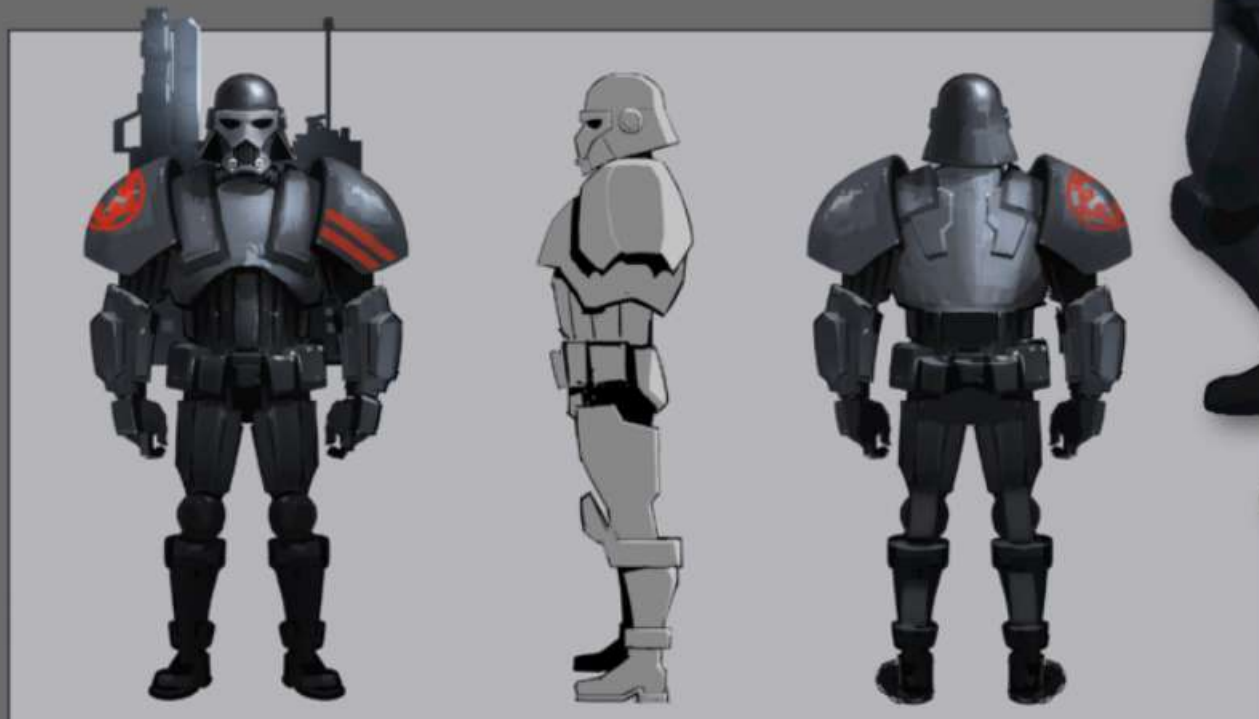
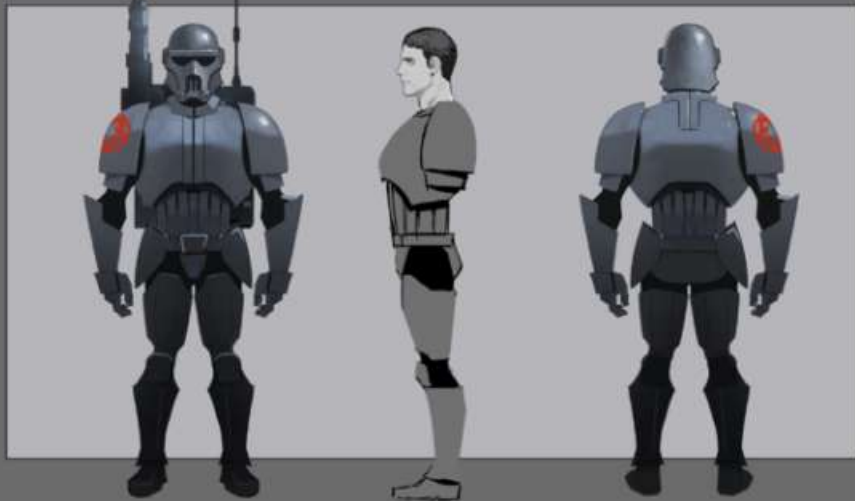
- Aron Lusen



Top left:  
Female Sith Inquisitor  
Den Yang

Above:  
Vader details  
Den Yang

Right:  
Darth Vader  
Brian Matyas



Above:  
Purge Trooper 3D  
model & texture  
ncubate

Top left:  
Purge Trooper Evo 1  
Den Yang

Left:  
Purge Trooper Evo 2  
Den Yang

Commander Bragh marketing illustration  
Artem Mirskov

Bragh is the Commander of the Purge Troopers of the Galactic Empire following the destruction of the second Death Star. He is both a true believer of Imperial ideology and a lover of inflicting pain.







Above:  
Bragh Marketing art  
Zachary Oldenkamp



Above:  
Marketing image  
Various Artists

Right:  
Brach comlink portrait  
Zachary Oldenkamp



Adelhard is an interesting character. He had to be human, very formal, clean and conservative, and intimidating but not frightening. Although one of my first designs had him sporting a long cape, this did not pass the approval process. For the final design I ended looking at a lot of naval admiral uniforms to keep him official but not overly ostentatious.

- Brian Matyas





Above:  
Final Adelhard design  
Brian Matyas

Center:  
3D model & texture  
Jay Doherty



Top right:  
Face model & texture  
Jay Doherty



Above:  
Adelhard comlink portrait  
Zachary Oldenkamp





It's been an incredible honor to work with this team. Working on a *Star Wars* project with such a motivated and talented crew has been a standout part of my career.

- Zachary Oldenkamp

Top left:  
Ultimate Bounty Hunter  
Zachary Oldenkamp

Far right:  
Ultimate Smuggler  
paint-over by Johannes Holm

Right:  
Ultimate Smuggler concept  
Brian Matyas





Top left:  
ultimate Adventurer  
3D model & texture  
ncubate

Lower left:  
Ultimate Hutt Guard  
Johannes Holm

Above:  
Ultimate Adventurer  
Jordan Louie

# NPCs



This page:  
3D in-game models of Okuvim, Happy Dapp, Onn Iria, & Soussho  
various artists

Facing page:  
NPC comlink portraits  
various artists





This illustration of Riley was used in game promotion, but not with this particular background as the planet Lothal is not in the Anoat Sector.



Left:  
Riley concepts  
Brian Matyas

Top right:  
Riley turnarounds  
Johannes Holm

Bottom right:  
3D model  
Art Coding



This was the final costume design for Riley. I wanted to give her a few iconic elements to make her stand out in the *Star Wars* universe (I'm a sucker for asymmetrical hairstyles!) I also worked in a mechanical leg brace to express some sort of history with her character. Her droid is also a final design for a potential crew member that a player can obtain.

- Brian Matyas







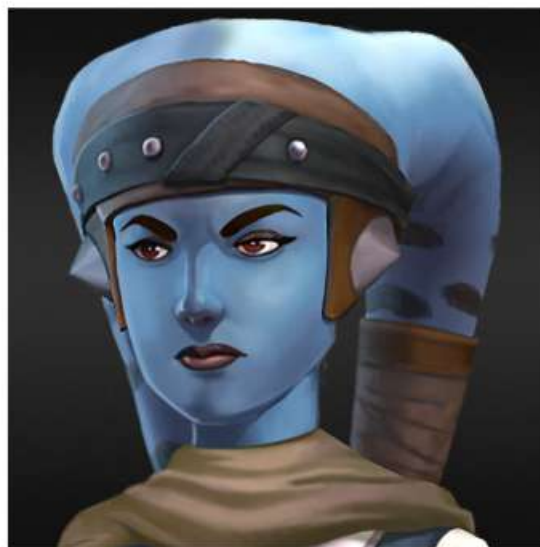
I was afforded a bit of time to explore different ideas for Riley's race and costuming. Designing with ample freedom under the confines of a script or story description is where I am happiest. For these few examples, I wanted to give her a costume that reflected her character, and made an effort to consider race and species to separate from generic female game characters.

- Brian Matyas



Top & right:  
Riley concepts  
Brian Matyas





Far left:  
Alien Riley concept  
Brian Matyas

Top right:  
Riley Zabrak & Twi'lek  
concept  
Zachary Oldenkamp  
3D model & textures  
Art Coding

Left:  
Riley Twi'lek portrait  
Johannes Holm



Above:  
Brassk concept  
Brian Matyas



Right:  
final Brassk concept  
Brian Matyas





I was really glad that Jay got a chance to model and texture the Trandoshan supplies dealer Brassk. He gave the character a lot of personality and made it feel strongly reminiscent to Bossk, the Trandoshan Bounty Hunter from *The Empire Strikes Back*.

- Michael Dashow  
Art Director

Top:  
Brassk model & texture  
Jay Doherty

Right:  
Brassk body  
ncubate  
Jay Doherty





Above:  
Shellish concept  
Kate Burgess

Far left:  
Shellish 3D model & texture  
Jay Doherty

Left:  
Shellish front view  
Kate Burgess

Facing page:  
Shellish 3D model & texture  
Jay Doherty

I joined the Star Wars crew about two weeks before the world wide release. I liked working on Shellish. We don't get a lot of opportunities to design older women in games, and it's a real treat to work on any character who falls outside the traditional mold of heroes/villians. She is inspired by fiddleheads, which taste abominable, but look cool.

- Kate Burgess



My favorite piece  
that I've modeled  
and textured so  
far is "Shellish"  
because she is  
pure dirty evil.

- Jay Doherty  
3D Artist





Left & center:  
Owacchi design & costume  
Jordan Louie

Right:  
Owacchi model  
Art Coding



Far left:  
Xiath 3D model  
ncubate

Left:  
Final Xiath design  
Zachary Oldenkamp

Top right:  
Xiath heads  
Zachary Oldenkamp

Bottom right:  
Xiath turnarounds  
Zachary Oldenkamp

# Enemies



For the Scavengers, it was fun trying to figure out what a person in this galaxy would cobble together for clothing and armor. The final product ended up almost feeling like a *Mad Max* character for the *Star Wars* universe.

- Zachary Oldenkamp

Top right:  
Scavenger Champion turnarounds  
Zachary Oldenkamp

Far left:  
Scavenger concept  
Zachary Oldenkamp

Left:  
Street Punk  
Cullen Brown





Far left:  
Ancient Hutt Guard concept  
Johannes Holm

Top center:  
Zabrak Street Thug  
3D model & texture  
Art Coding

Top left:  
Scavenger rock thrower  
3D model & texture  
ncubate

Left:  
Hutt Guard turnarounds  
Johannes Holm



Above:  
Cloud City  
gangster concept  
Johannes Holm



Top right  
Cloud City  
gangster turnaround  
Johannes Holm

The biggest question that I constantly challenged myself with was *"Does this character fit into the universe? Could I see him standing next to Han Solo or a Stormtrooper and belong to that world?"* As a gangster, he couldn't have done without a hint of sleaziness to him.

- Johannes Holm  
Concept Artist



Right:  
Cloud City  
guard turnaround  
Zachary Oldenkamp

Far left:  
Cloud City Guard model  
ncubate

Center:  
Hoth Wrecker concept  
Zachary Oldenkamp

Below:  
Hoth Wrecker turnaround  
Zachary Oldenkamp





Generic clothing concepts  
Jordan Louie



SWAT Outsource

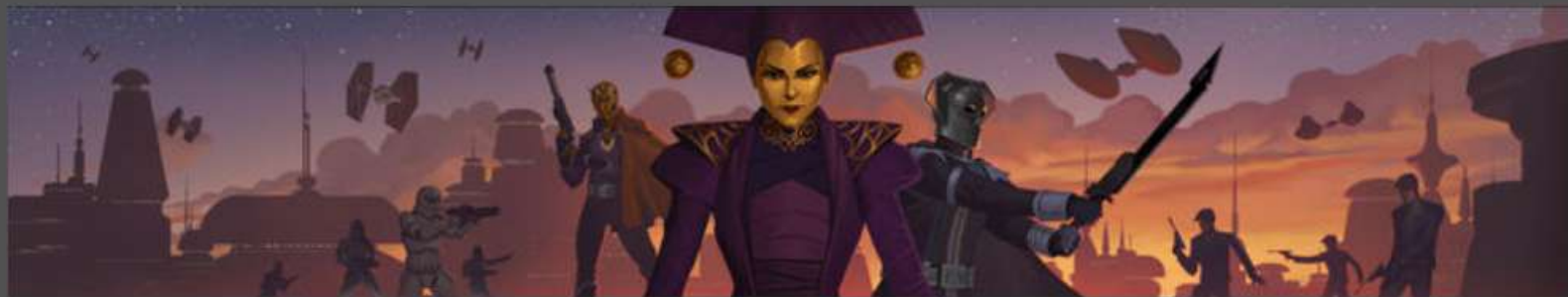


Generic NPC textures (Diplomat reskin)

SWAT Outsource



Generic NPC textures (Diplomat reskin)



Top:  
Bespin marketing illustration  
Johannes Holm

Middle:  
Hoth battle illustration  
Cullen Brown

Bottom:  
App store banner  
Aretim Mirskov

# Alien Races

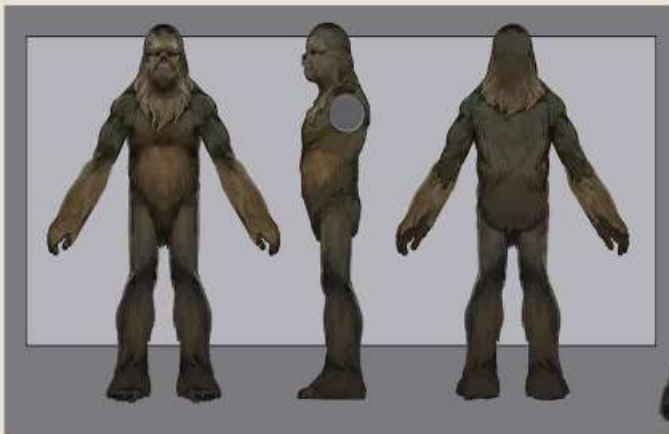


Left:  
early sketch of  
Chewbacca & Han Solo  
Brian Matyas

Right:  
Wookiee concept  
Brian Matyas

Far right:  
Wookiee 3D model  
ncubate

Bottom left:  
Turn-arounds  
Brian Matyas







Above:  
Mon Calamari  
Johannes Holm

Top left:  
Sullustan  
Aron Lusen

Middle left:  
Aqualish  
Johannes Holm

Bottom left:  
Bith  
Johannes Holm



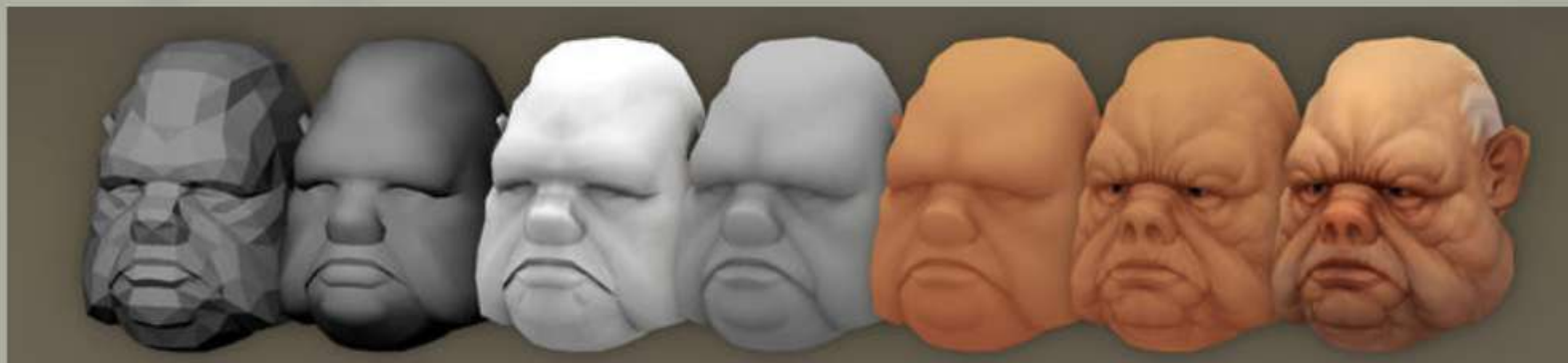
Top left:  
Ugnought 3D model & texture  
Jay Doherty

**Fact: Making ugly  
aliens is more fun  
than boring old  
humans.**

- Jay Doherty  
3D Artist

Above:  
Ugnought head  
Jay Doherty

Bottom:  
Ugnought head process  
Jay Doherty



Houk was great to work on since he was physically much bulkier than most of the characters. I made his whole body read more like a gorilla, with large oversized arms that look like they could crush you in an instant. Despite his more subtle clothing, you still know this guy should not be crossed.

- Johannes Holm



Above:  
Houk turnarounds  
Johannes Holm



Left & far left:  
Houk model & texture  
Art Coding





Top left:  
Devoronian female  
Zachary Oldenkamp

Center left:  
Advosec  
Zachary Oldenkamp

Bottom left:  
Kubaz  
Zachary Oldenkamp

Top right:  
Episode 7 alien species  
Johannes Holm

Bottom right:  
Alien model & texture  
ncubate



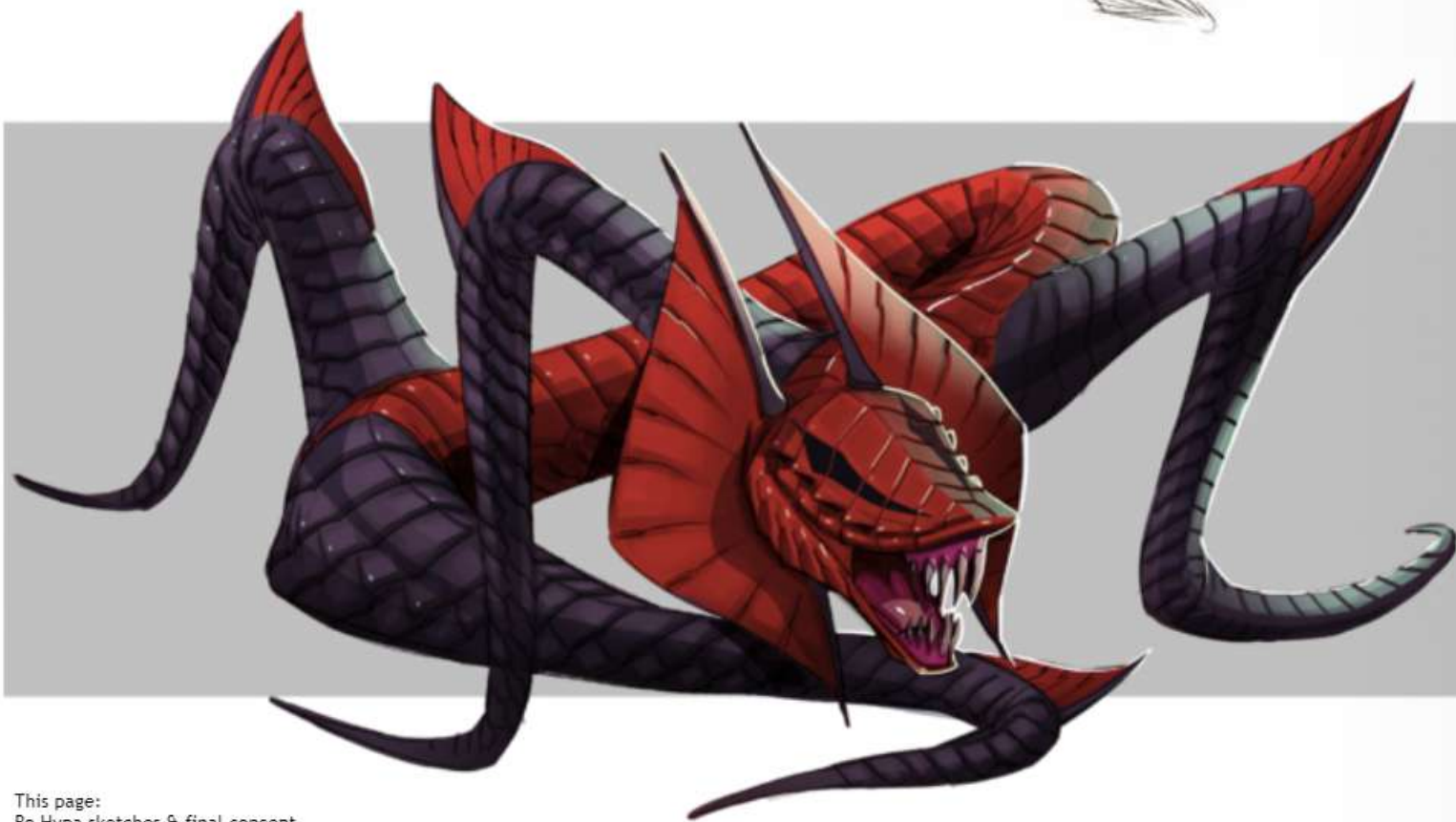


Top left:  
Wampa concepts  
David McNeal

Left:  
Wampa Cub  
Kate Burgess



Above:  
Wampa model  
Art Coding



This page:  
Ro Hypa sketches & final concept  
David McNeal





Above:  
Gundark 3D model  
Art Coding

Top right:  
Gundark concept  
David McNeal

Bottom right:  
Gundark turnarounds  
David McNeal

Left:  
Rancor concept  
Zachary Oldenkamp



Below:  
Rancor model, texture & image  
Jay Doherty



Bottom right:  
Akk-Dog turnarounds  
David McNeal





Above:  
Akk-Dog model  
Art Coding

Right:  
Episode 7 alien  
model & texture  
Jay Doherty



Nexu concept:  
Jordan Louie





# Droids



Left:  
Astromech model  
nCubate

Top right:  
Astromech  
variations  
Jordan Louie

Center:  
Mini-Astromech  
Johannes Holm

Right:  
B9-DT model  
nCubate



Top right:  
Mouse Droid 3D models  
Danny Pierce

Left & center:  
Protocol Droid variations  
Brian Matyas

Right:  
Protocol Droid 3D model  
ncubate



Top left:  
Imperial Security  
Droid  
Zachary Oldenkamp

Bottom left:  
Imperial Security  
Droid  
Zachary Oldenkamp &  
Cullen Brown

Right:  
Security Droid  
Brian Matyas



These droids (right) had to look fragile. They occupy the uninhabited planet Mataou so it was important to make them look like they hadn't been maintained for years.

- Brian Matyas







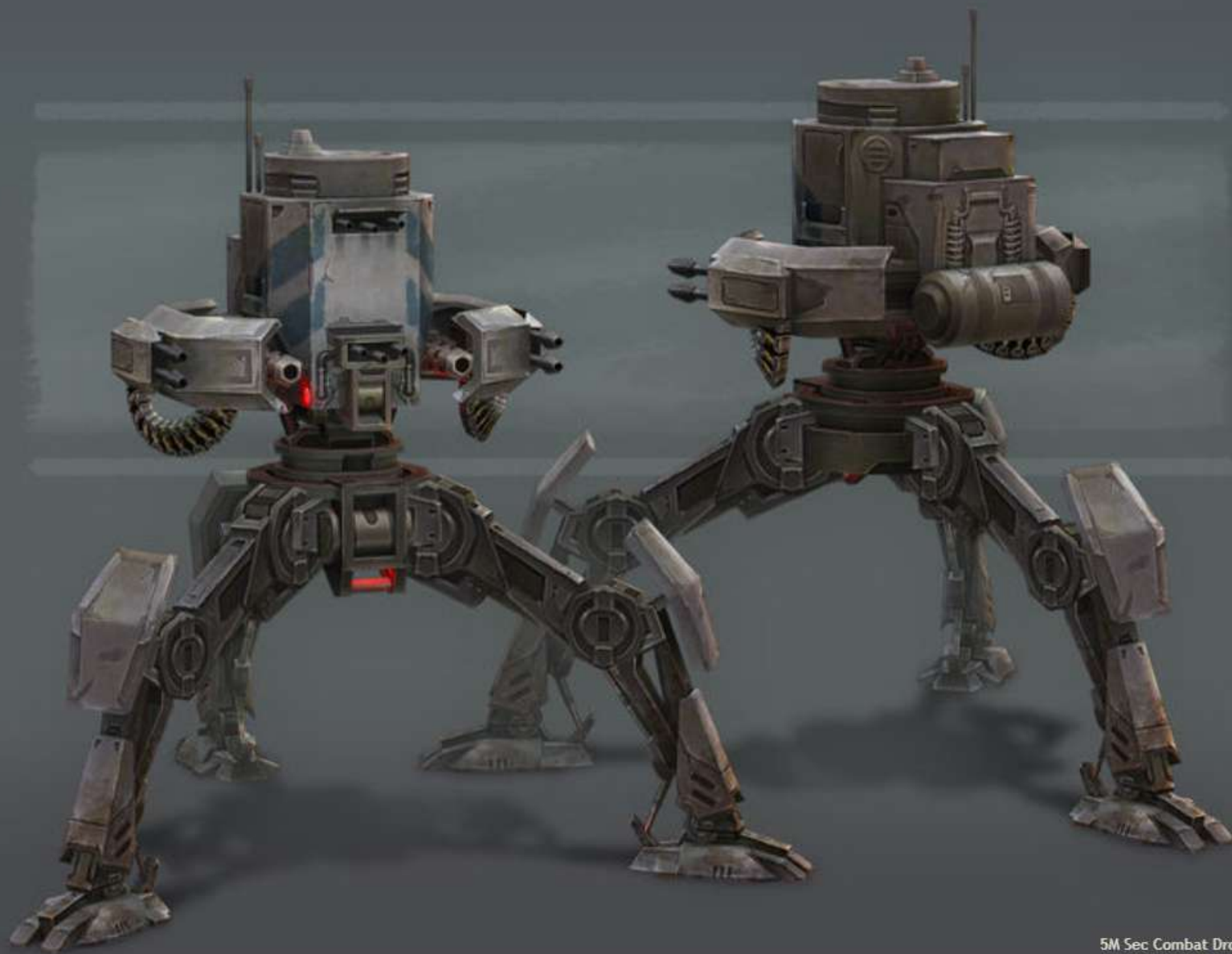
Initially the direction for this design (left) was to make a droid that the Empire would use in places that were too dangerous for Stormtroopers. Unfortunately due to the game's camera angle these would have looked too much like Stormtroopers. In the end we ended up going in a different direction.

- Zachary Oldenkamp



Left:  
Imperial Droid concept  
Zachary Oldenkamp

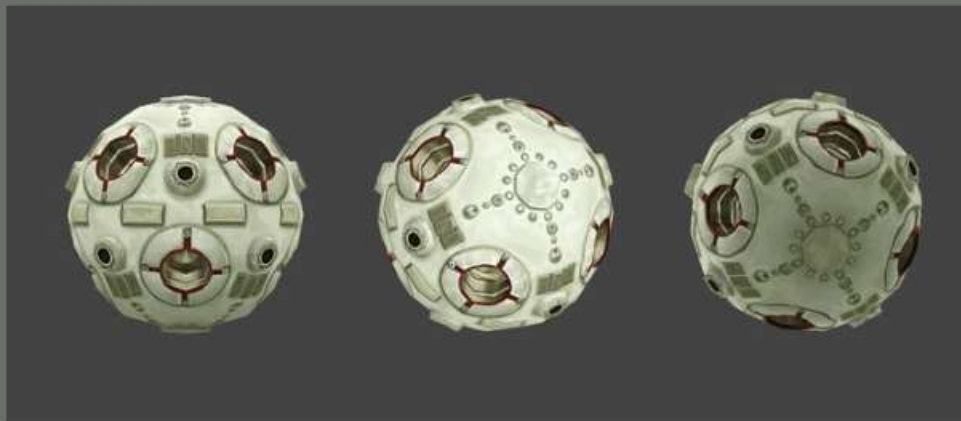
Above:  
Droideka concept  
Johannes Holm



5M Sec Combat Droid  
Model & Texture  
Jay Doherty



Above:  
Imperial Probe Droid model  
ncubate



Top right:  
Remote 3D model  
ncubate



Bottom right:  
Medical Droid  
ncubate







Facing page top:  
Hutt Security Droid concept  
Zachary Oldenkamp

Facing page bottom:  
Gonk Droid 3D model & texture  
ncubate

**Zach's Hutttese droid design is one of my favorites. It is such an iconic design and translates to such a memorable character in game with his unique combat movements.**

- Brian Matyas

Above:  
Hutt Security Droid  
3D model & texture  
Jay Doherty

# Weapons

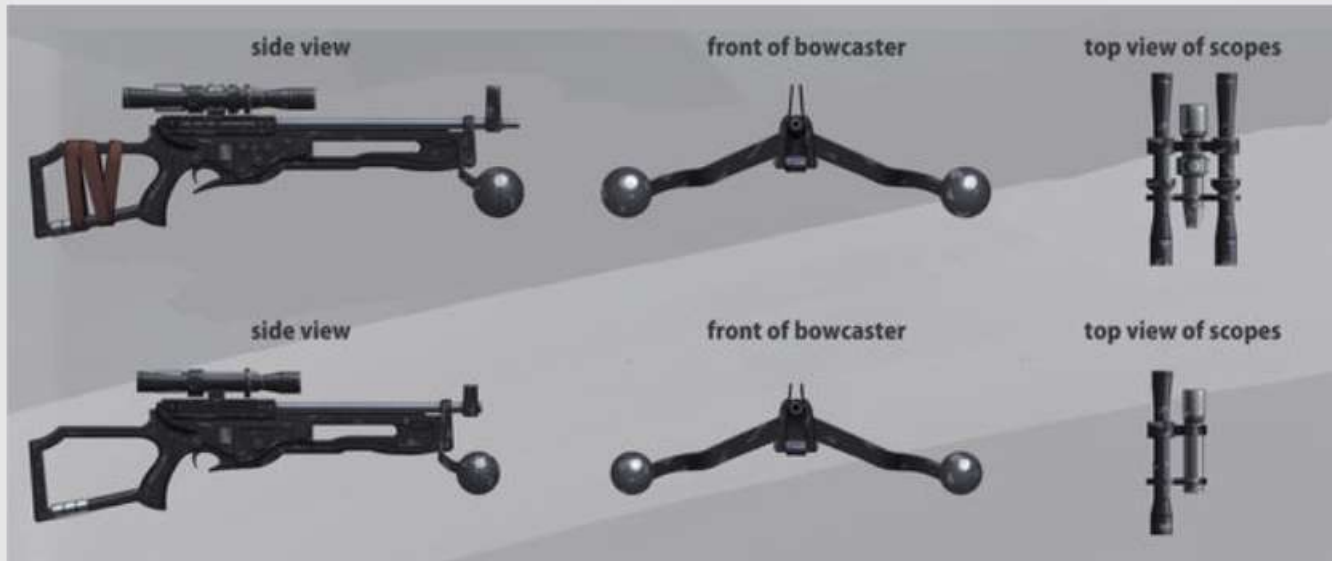


Above:  
Staff concepts  
Zachary Oldenkamp



Right:  
Pistol concepts  
Artem Mirskov  
David McNeal





Left:  
Wookiee Bowcaster  
Zachary Oldenkamp

Bottom row:  
Rifle evolution concepts  
Zachary Oldenkamp

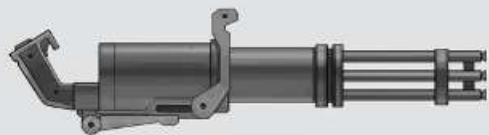




00012 (previously approved)



00011



00010



C3



C2



C1



A3



A2



A1

Top left:  
Chain Gun concepts  
David McNeal

Top center & right:  
Heavy weapon concepts  
Artem Mirskov



Far left:  
Rifle concept  
Artem Mirskov

Left:  
Rifle concept  
Artem Mirskov



1A



2A



Left:  
Vibro-axes  
Zachary Oldenkamp

Top left:  
Vibro-blades  
Zachary Oldenkamp

Top right:  
blades  
Zachary Oldenkamp

Above:  
Stormtrooper shield  
Aron Lusen



Right:  
Blaster concept  
David McNeal

Far right:  
Blaster  
Design  
Artem Mirskov

Bottom left:  
Rifle concepts  
Artem Mirskov

Bottom center:  
Pistol concepts  
Artem Mirskov

Bottom right:  
Pistol concepts  
Zachary Oldenkamp



A3



A3



A2



A2

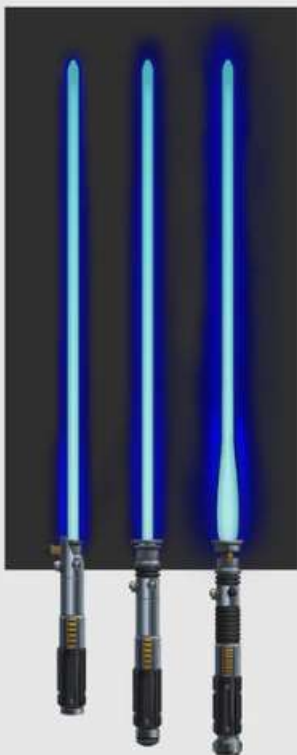


A1



A1





Top left:  
Lightsaber model  
Art Coding

Top center:  
RPG model  
Jordan Louie

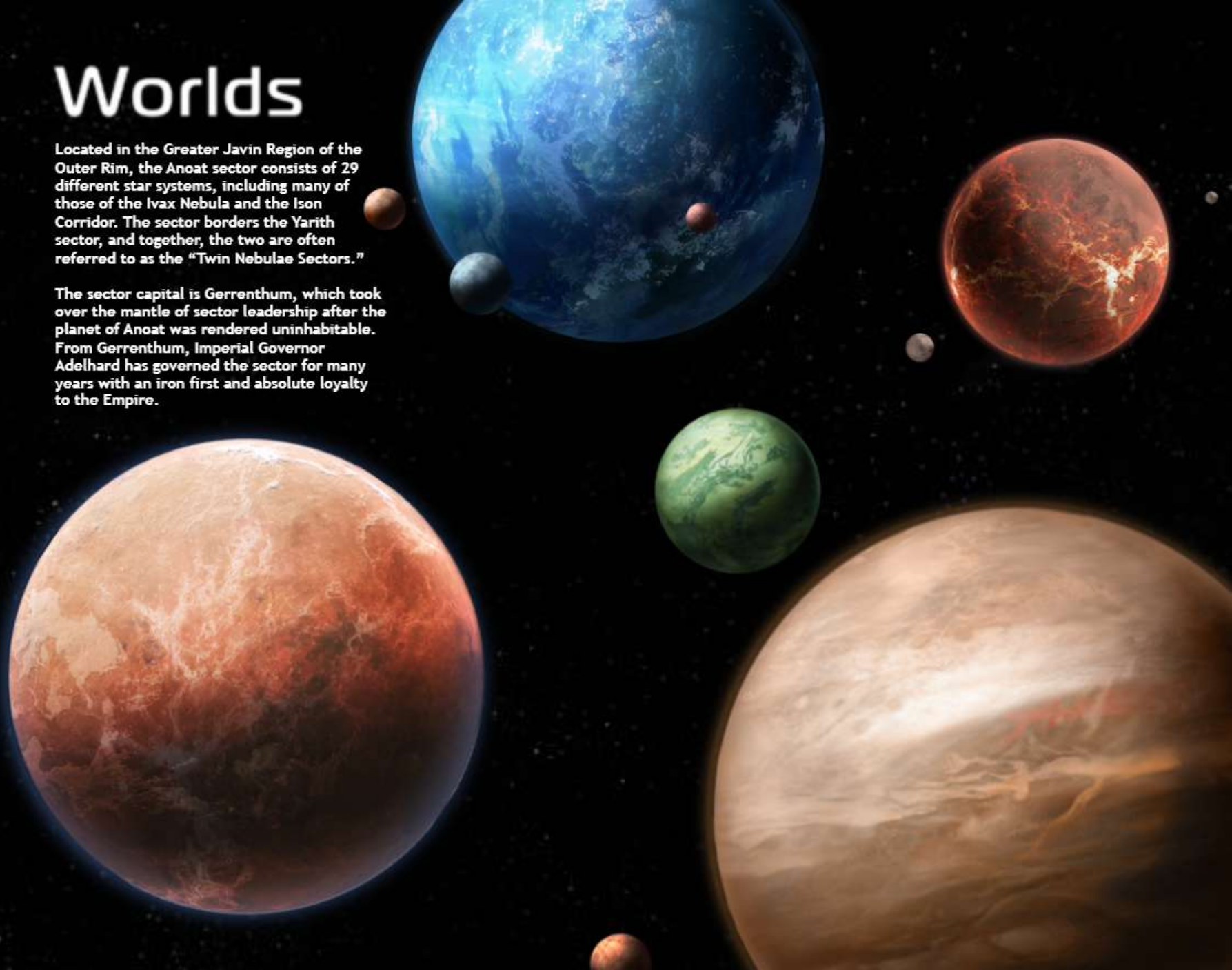
Far left:  
Lightsabers  
Zachary Oldenkamp

Remaining Weapon models  
Art Coding  
ncubate

# Worlds

Located in the Greater Javin Region of the Outer Rim, the Anoat sector consists of 29 different star systems, including many of those of the Ivax Nebula and the Ison Corridor. The sector borders the Yarith sector, and together, the two are often referred to as the "Twin Nebulae Sectors."

The sector capital is Gerrenthum, which took over the mantle of sector leadership after the planet of Anoat was rendered uninhabitable. From Gerrenthum, Imperial Governor Adelhard has governed the sector for many years with an iron first and absolute loyalty to the Empire.







Left:  
Mock-up of Tatooine  
used for initial game pitch  
scene by Dmitri Ellingson  
paintover by Michael Dashow

Bottom left & right:  
Early tests of Coruscant  
Uscru levels  
Pete Hanshaw

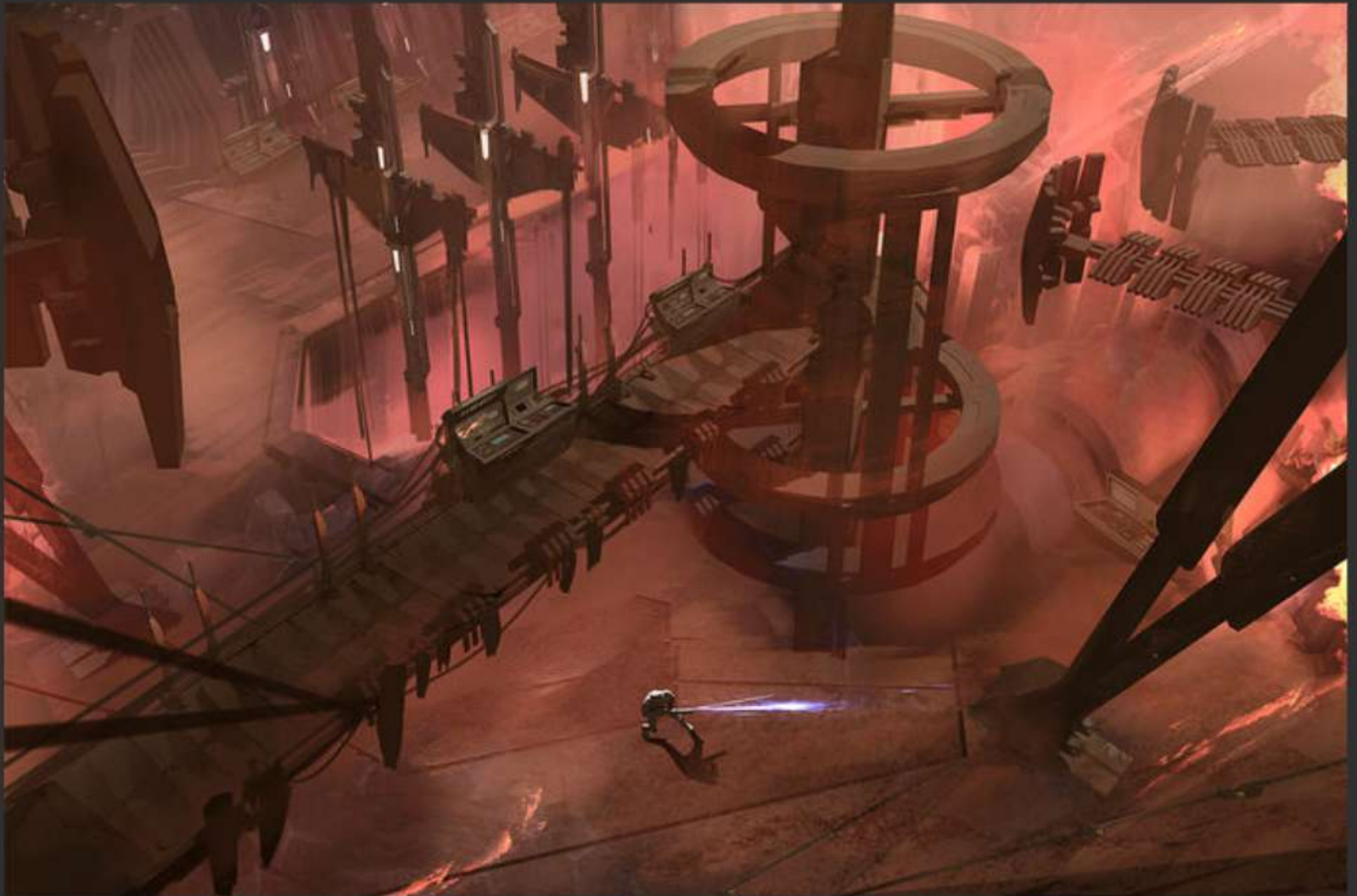
Facing page:  
Various planet artwork  
Artem Mirskov



# Burnin' Kona







Facing page:  
Longstar Marketplace  
Irvin Castro

Above:  
Burnin Konn concept  
Artem Mirskov

Considered one of the four primary mining worlds of the Anoat sector, centuries-long mining operations on Burnin Konn to harvest chromium and dolomite destroyed the world's indigenous plant life and created a nearly uninhabitable wasteland.

In the central company town of Arcis, the population survives by living within the crags below the world's surface.





This page:  
Burnin Konn concepts  
Artem Mirskov



CENTRAL COLUMN



MAIN JUNK SHOP



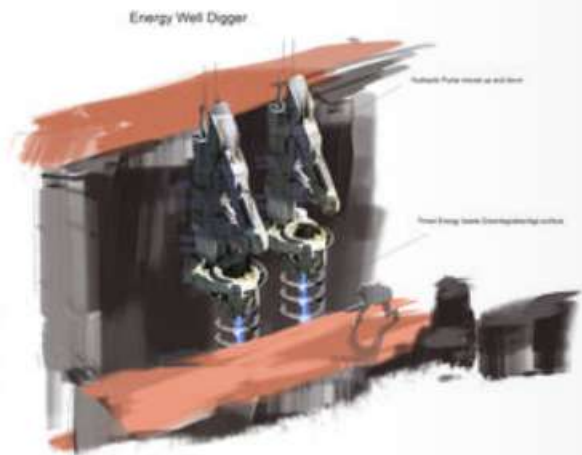
DINER



SUPPORTING SHOPS









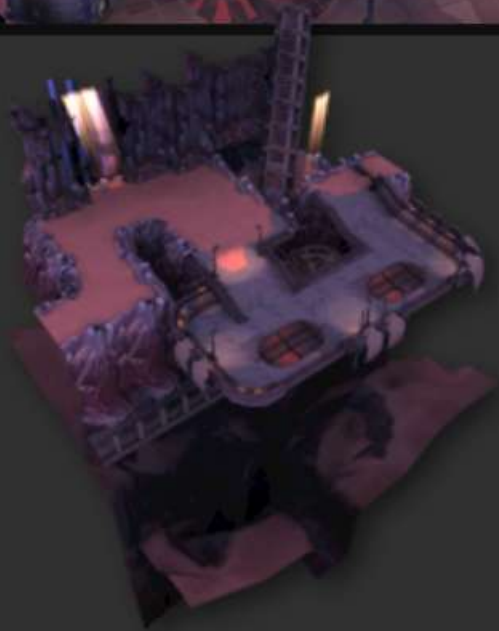


Facing page top left & bottom  
Burnin Konn Marketplace renders  
Irvin Castro

This page:  
Konn Nevos Starport renders  
Dmitri Ellingson

Facing page top right:  
Mining equipment concept  
Artem Mirskov









Top:  
 Burning Konn 3D zone  
 Pete Hanshaw  
 Level Design by  
 Tessa Vosika

Far right:  
 Burnin Konn mining machines  
 Irvin Castro

Facing page:  
 Burnin Konn environment zones  
 Pete Hanshaw









Above:  
Cantina render  
Danny Pierce

Facing page:  
Cantina concepts  
Artem Mirskov  
Rodian Bounty Hunter  
Brian Matyas

Right:  
Species Select Screen Environment:  
Ziv Wong  
Sundeep Dass  
Layout  
Danny Keller  
Capture  
Mark Paashce  
Clean-up  
Michael Dashow



# Mataou

Once ruled by Hutts, the hot desert world of Mataou sits on the edge of the Ivax Nebula. The world now primarily serves as home to farmers of the deadly Ro Hypa, a venomous tentacled snake-like creature with medicinal value. Criminal groups who prefer both secrecy and luxury have rebuilt some of the former Hutt-ruled settlements in the classical architectural Hutt style.







Facing page:  
Mataou level early layout  
Kaleb Aylworth  
Dmitri Ellingson

This page:  
Mataou concept  
Artem Mirskov



Top, left, & facing page top:  
Mataou environment concepts  
Artem Mirskov

Above:  
Floor tiles  
Artem Mirskov

Facing page bottom left:  
Mataou wall  
Artem Mirskov

Facing page bottom right:  
Mataou gate  
Artem Mirskov











Facing page bottom:  
Alternate Mataou lighting model  
Dmitri Ellingson

Facing page top & above:  
Mataou environment renders  
Kaleb Aylsworth  
Dmitri Ellingson  
Level Design by  
David Glenn









Top  
Mataou zone  
Natural color  
Kaleb  
Aylsworth  
Dmitri Ellingson  
Level Design by  
David Glenn

Bottom:  
Mataou zone  
Alternate color  
Kaleb  
Aylsworth  
Dmitri Ellingson  
Level Design by  
David Glenn

Facing page:  
Mataou zones  
Kaleb  
Aylsworth  
Dmitri Ellingson





Above:  
Shrine of Dynasty concept  
Cullen Brown

Left:  
Altar of Dynasty concepts  
Cullen Brown





Top left:  
Crate concept  
Johannes Holm

Top right:  
Crate model & texture  
Danny Pierce

Far left:  
Hutt statue  
Danny Pierce

Above:  
Mataou columns  
Danny Pierce



# Hoth

Though barely habitable, Hoth is a desolate world of extreme cold, covered in ice and snow, making it inhospitable to most species. Until recently, it was the location of the Rebellion's Echo Base. The Empire's forces, led by Darth Vader, destroyed the base during the Battle of Hoth, an engagement that resulted in heavy Rebel casualties.

With the Battle of Hoth still a fresh memory, scavengers scurry through the ruins of Echo Base and the surrounding frozen battlefield, which is littered with wreckage of AT-ATs, snowspeeders, shuttles, and other craft, hoping to make a few credits from off-world recyclers and collectors.





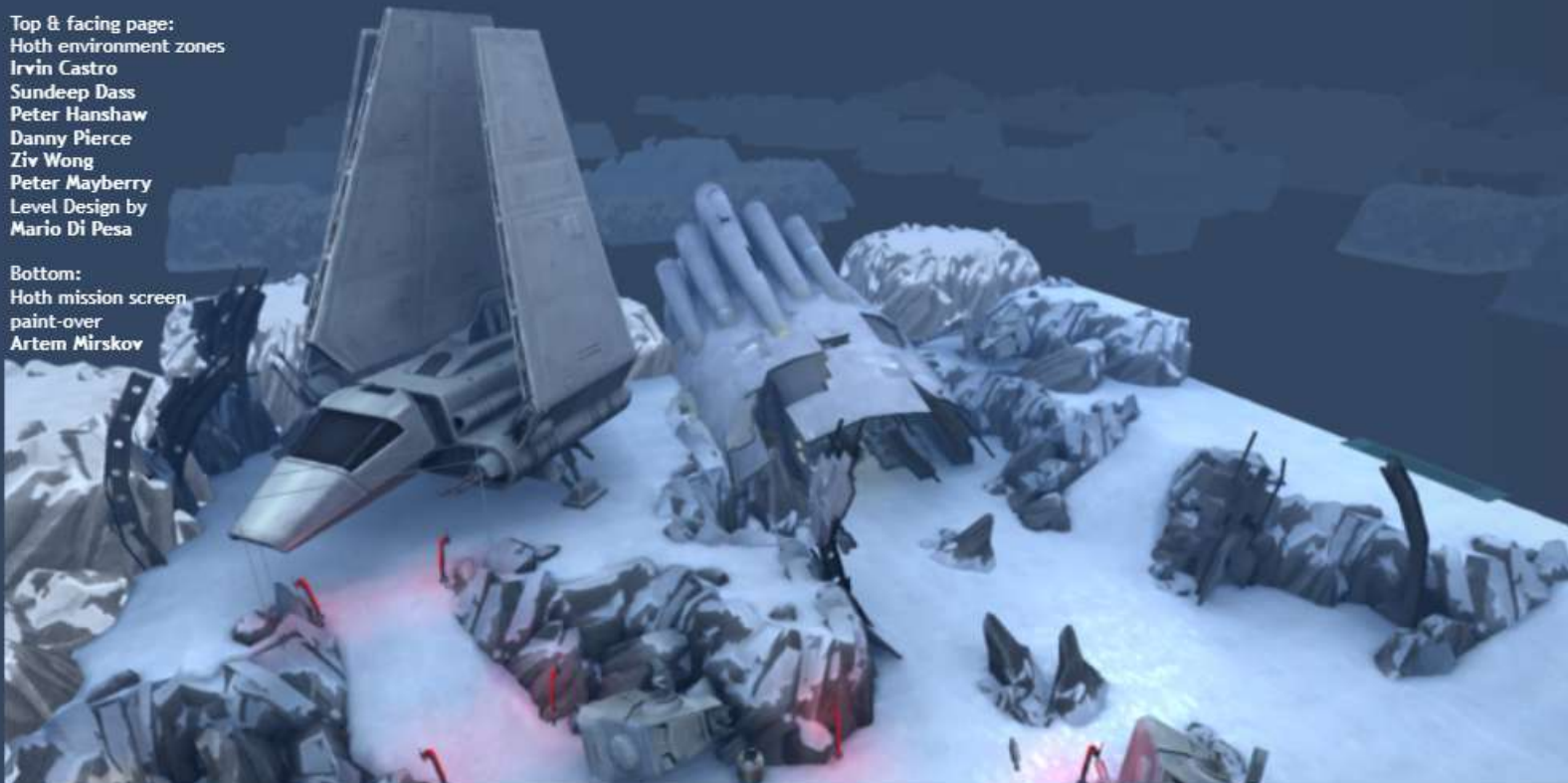
Top:  
Hoth gates concept  
Artem Mirskov

Bottom:  
Smuggler's camp  
Cullen Brown

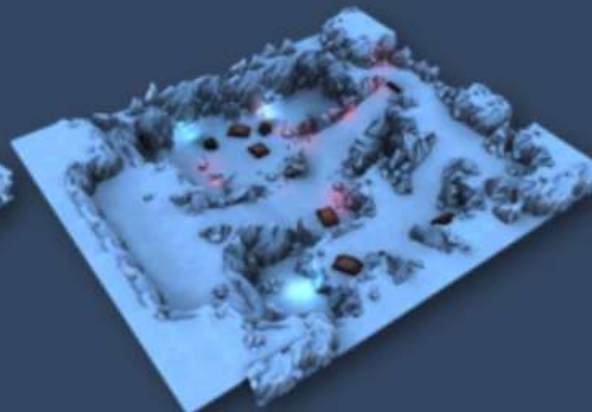
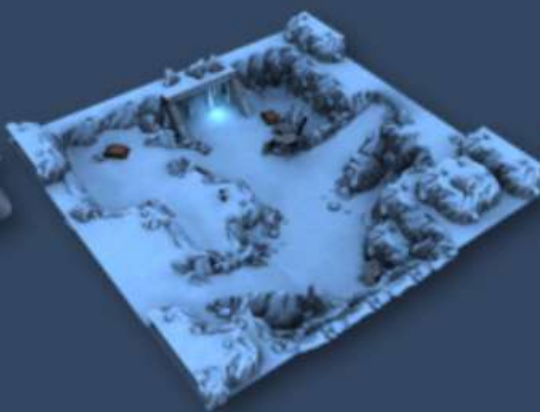
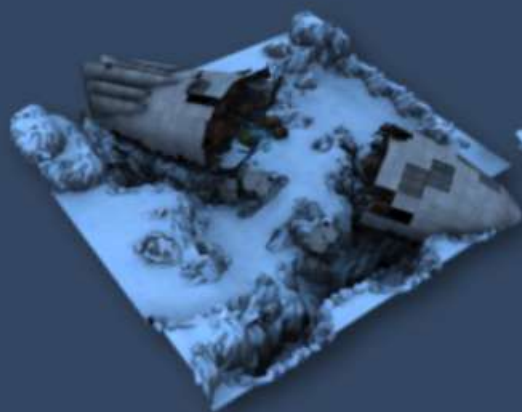


Top & facing page:  
Hoth environment zones  
Irvin Castro  
Sundeep Dass  
Peter Hanshaw  
Danny Pierce  
Ziv Wong  
Peter Mayberry  
Level Design by  
Mario Di Pesa

Bottom:  
Hoth mission screen  
paint-over  
Artem Mirskov







# Anoat

Boasting the remains of a sprawling city that once dreamed of being a new Coruscant, the official story is that Anoat suffered an industrial accident and had to be abandoned. Urban legend has long had it that the Imperials used some sort of secret weapon and poisoned the air itself, destroying the city and all resistance there.







Facing page:  
 Anoat level render  
 Kaleb Aylsworth  
 Irvin Castro  
 Pete Hanshaw  
 Level Design by  
 Tessa Vosika  
 Peter Mayberry  
 Lisa Aquilina

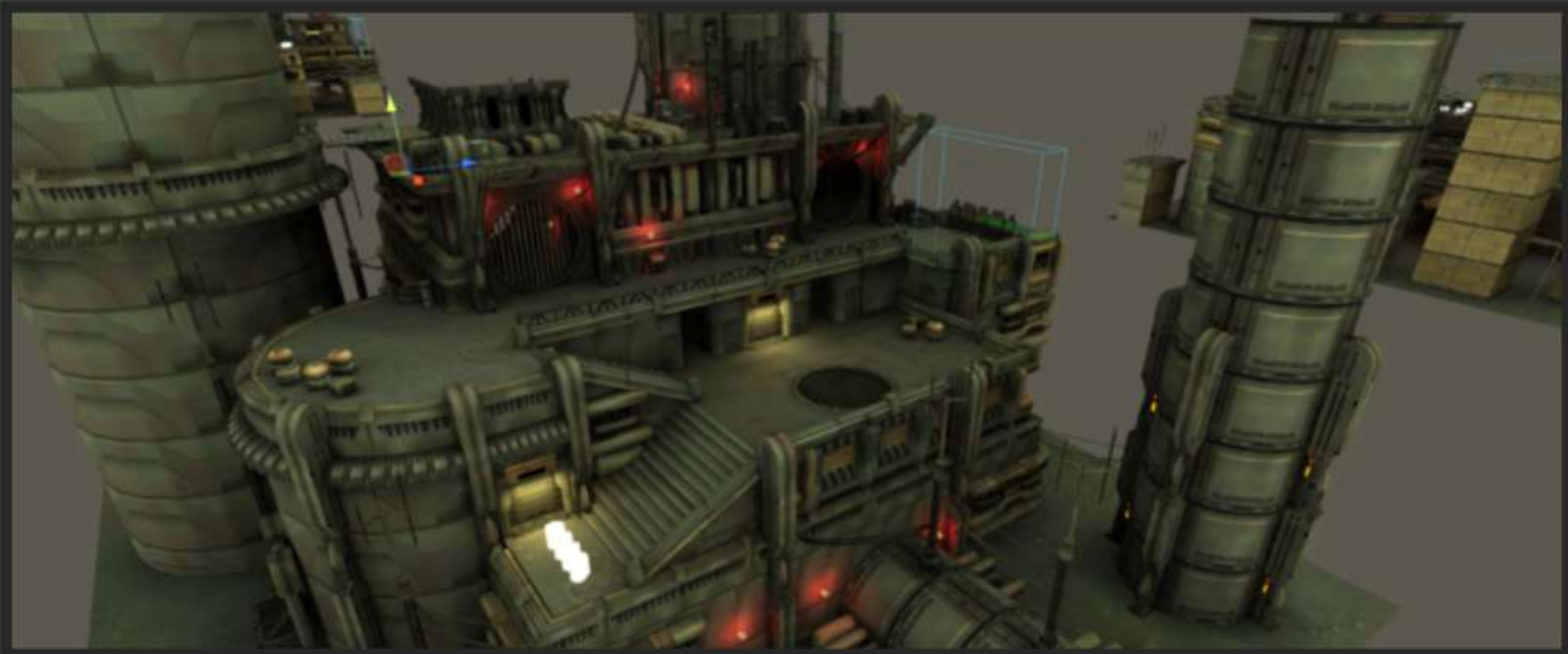
This page:  
 Early Anoat concepts  
 Joannes Holm



This page & facing page  
Anoat zones  
Kaleb Aylsworth  
Irvin Castro  
Pete Hanshaw

Level Design by  
Tessa Vosika  
Peter Mayberry  
Lisa Aquilina











Anoat zone renders  
Kaleb Aylsworth  
Irvin Castro  
Pete Hanshaw  
Level Design by  
David Glenn

# Imperial Facilities

Running a galaxy-spanning empire requires efficiency and organization, something mastered by the Imperial military. Their building architecture is no exception. The Galactic Empire builds its facilities—prisons, depots, outposts, listening stations—using a utilitarian approach and a modular building style that allows for quick assembly of structures in configurations that best suit their needs. The engineering of these structures allows them to be used in many different types of settings, such as on urban city-planets, lifeless moons, or in any variety of hostile environments.





Facing page:  
Imperial base level  
Ziv Wong  
Paul Pettross

This page:  
Imperial base concept  
Artem Mirskov





Facing page top:  
Imperial zone renders  
Ziv Wong

Facing page bottom:  
Boss zone entrance  
Ziv Wong

Below:  
Imperial Base lighting test  
Ziv Wong  
Paul Pettross  
Peter Mayberry





Above:  
Imperial Antenna Arrays  
Artem Mirskov

Right:  
Imperial Prison Cell  
Artem Mirskov



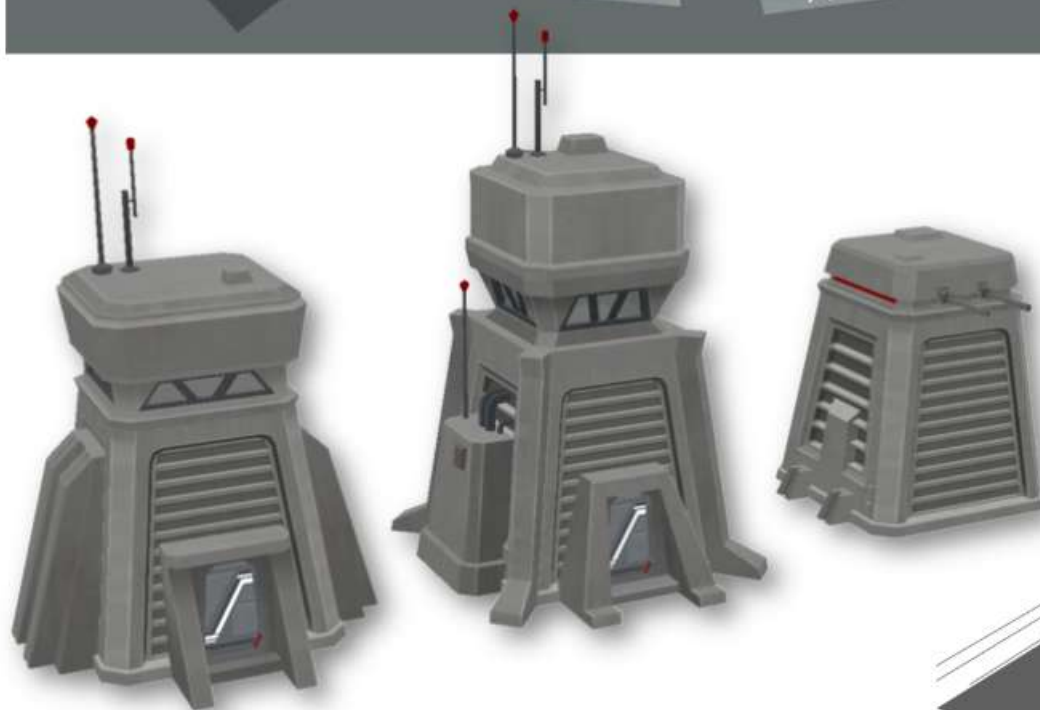
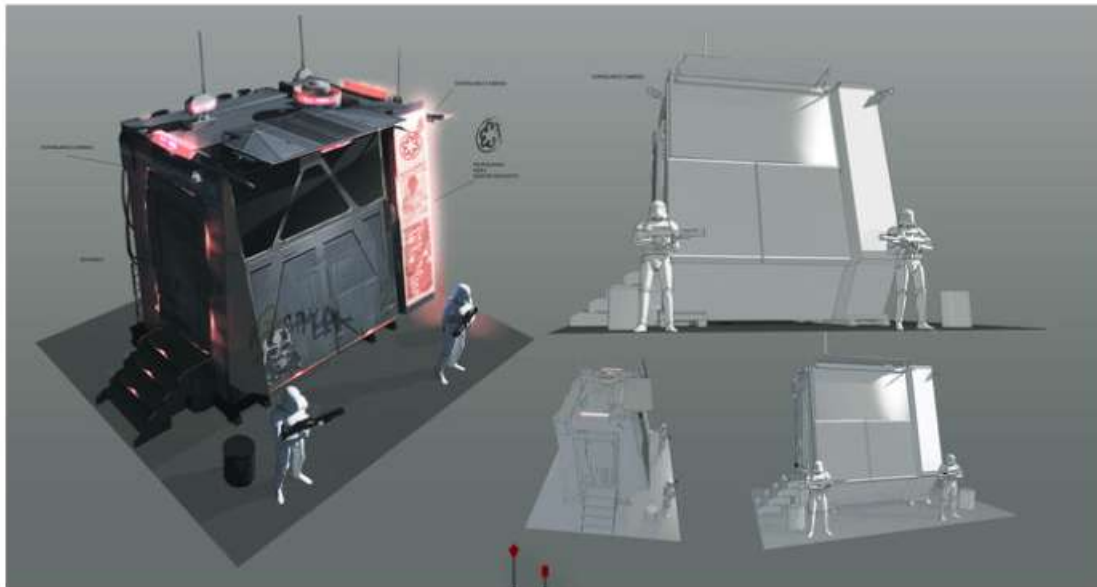
Facing page top left:  
Imperial Guardpost concept  
Artem Mirskov

Facing page top right:  
Console 3D model  
Ziv Wong

Facing page bottom left:  
Imperial tower concepts  
Artem Mirskov

Facing page bottom right:  
Imperial wall & floor  
Artem Mirskov







Above:  
Imperial Shuttle illustration  
Artem Mirskov

Right:  
Imperial Base  
Ziv Wong



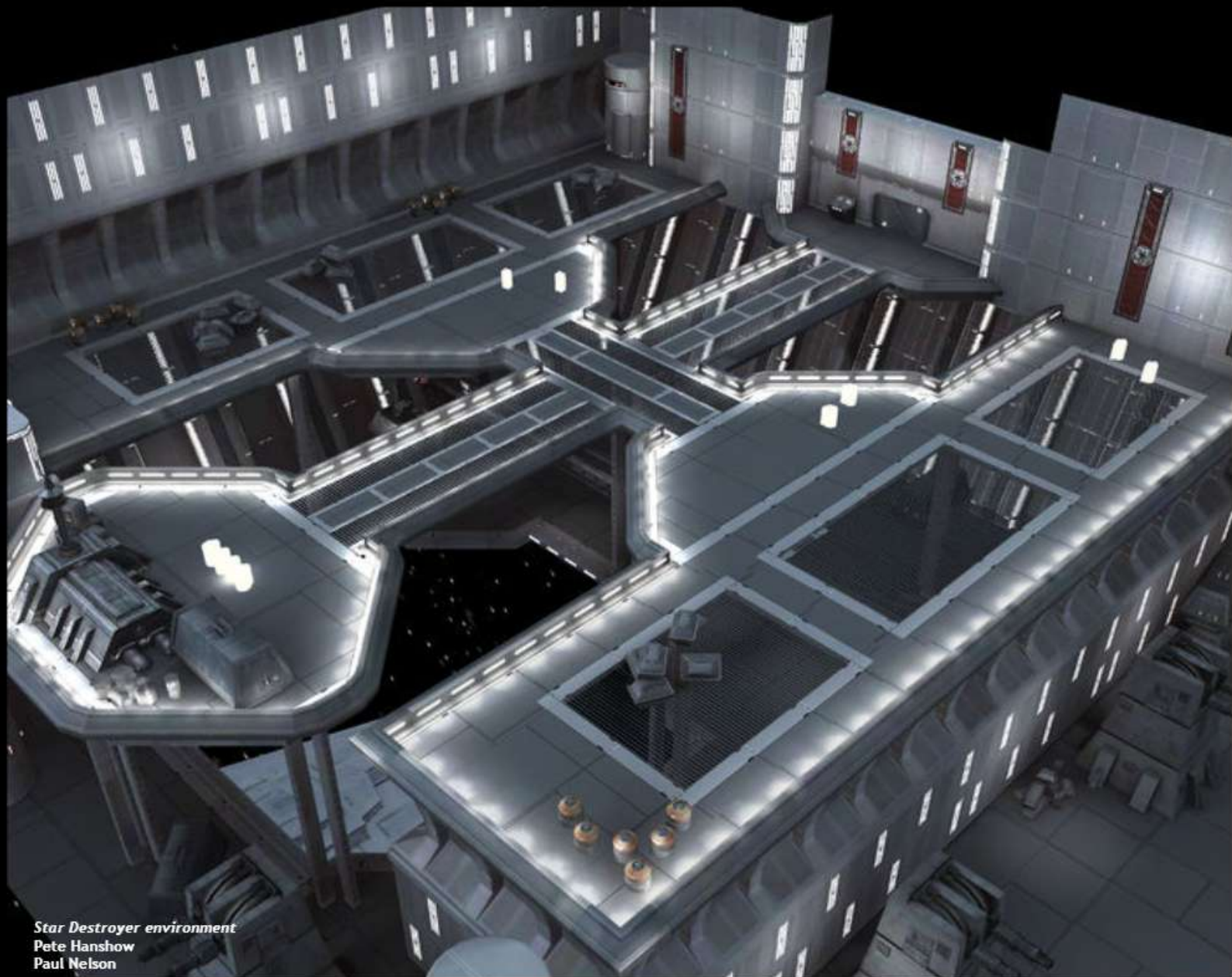


Top left:  
AT-AT Walker model  
Danny Pierce

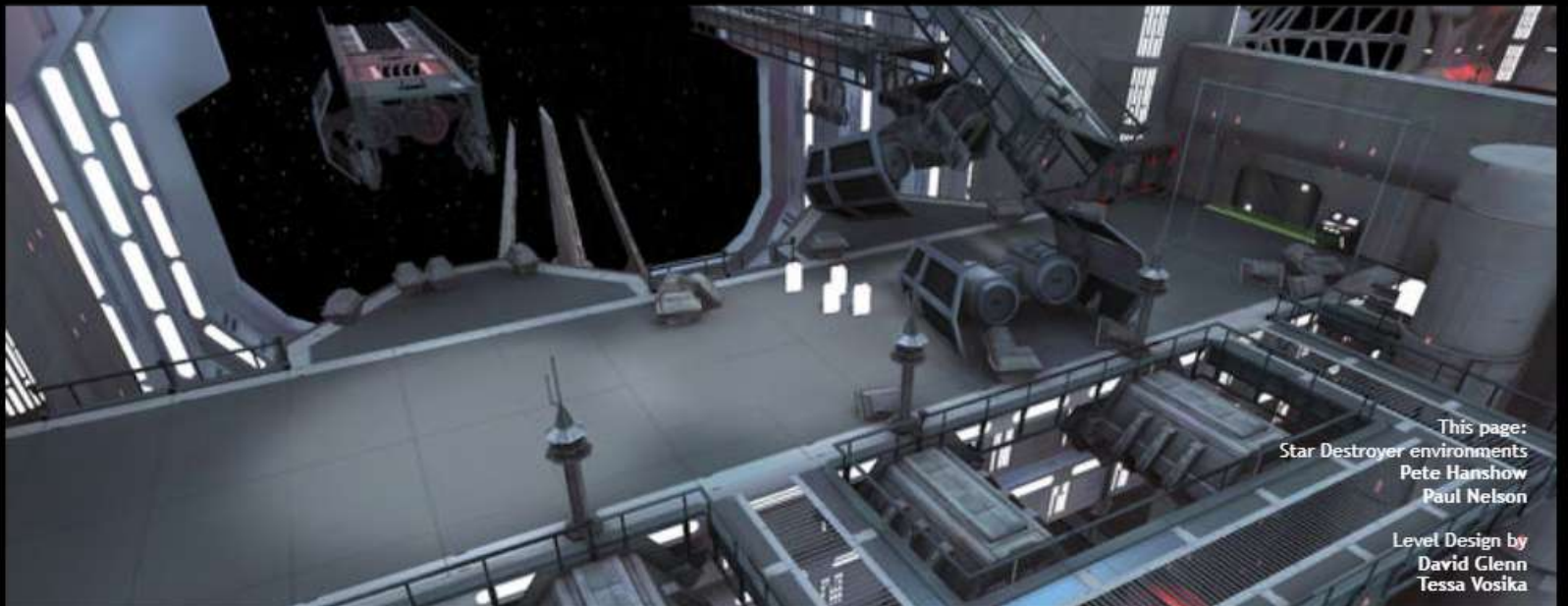
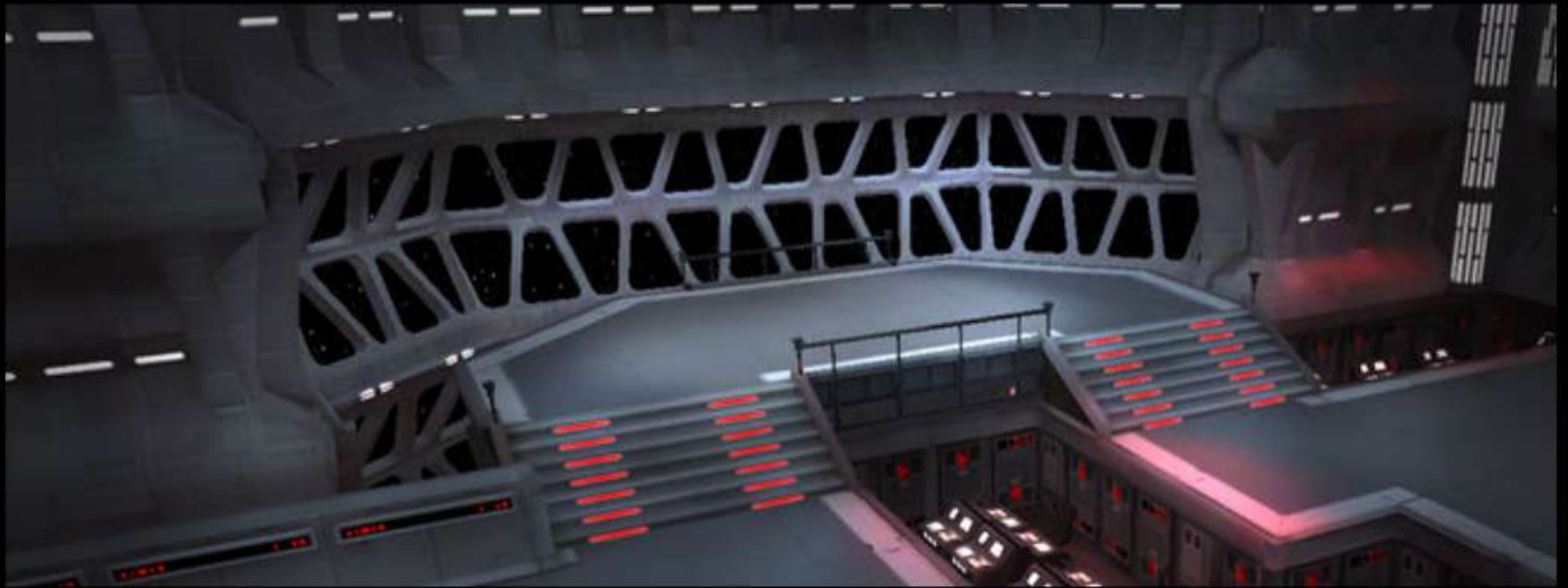
Above:  
Imperial Base zone  
Ziv Wong  
Paul Pettross

Far left:  
Imperial Shuttle model  
Danny Pierce





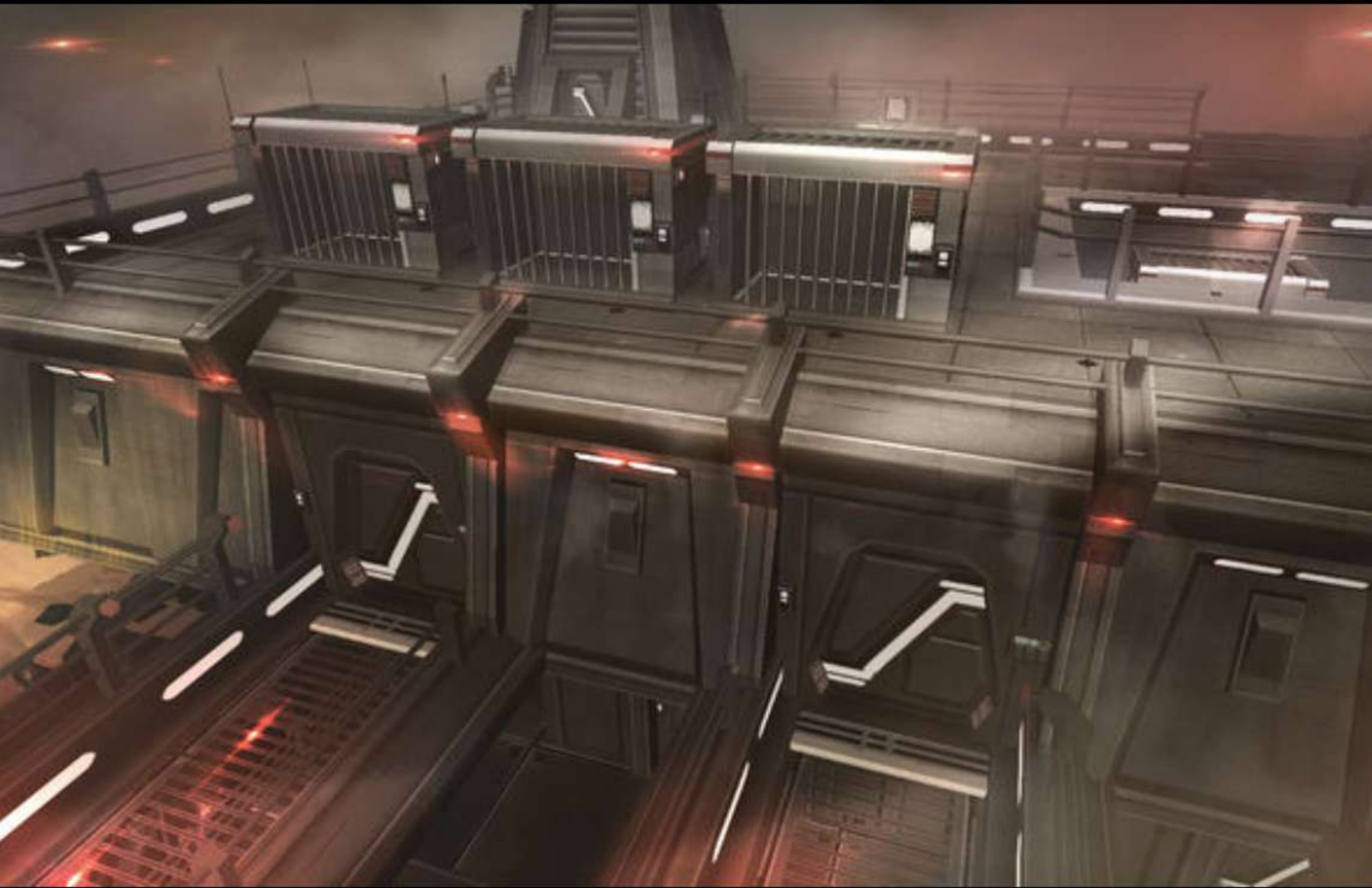
*Star Destroyer environment*  
Pete Hanshow  
Paul Nelson



This page:  
Star Destroyer environments  
Pete Hanshow  
Paul Nelson

Level Design by  
David Glenn  
Tessa Vosika





Pujool Imperial prison  
Ziv Wong



# Cloud City

Cloud City matte painting:  
Artem Mirskov

A completely manmade, massive, floating, gas mining colony of a few million workers, tourists and support staff hovering over the gas planet of Bespin. Formerly under the control of Lando Calrissian, it was taken over by the Empire shortly after the Battle of Hoth but there was never more than a skeleton garrison there to keep the people in line and paying proper taxes and fines to the Empire. Following the Battle of Endor, the Imperial garrison was pulled to support more strategic targets and there were celebrations in the street.





Top left:  
Apex Overlook concept  
Artem Mirskov

Bottom:  
Cloud City architectural details  
Artem Mirskov



This page:  
Cloud City Apex Overlook  
lighting tests  
Danny Pierce



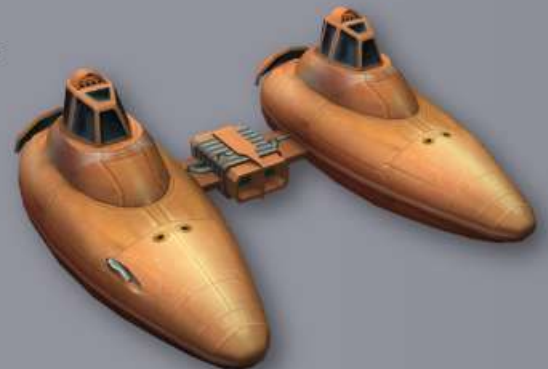




Top:  
Cloud City social space  
Danny Pierce  
David Glenn

Left:  
Cloud City  
matte painting

Right:  
Twin-pod Cloud Car  
Kabam Vancouver





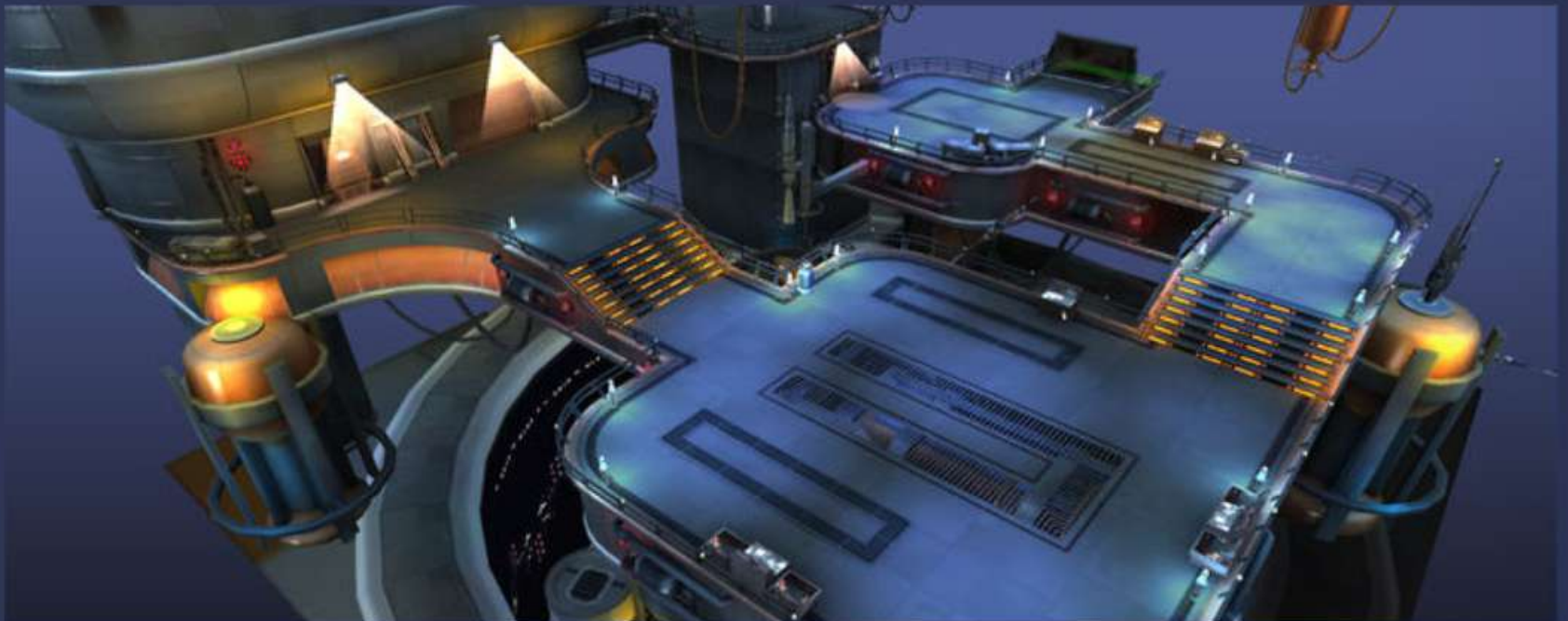
Top:  
Cloud City visual Target  
Pete Hanshaw

Left:  
Cloud City zone render  
Pete Hanshaw





Left:  
Cloud City environment paintover  
Kate Burgess



Bottom:  
Cloud City zone render  
Pete Hanshaw





Cloud City zone  
Pete Hanshaw  
Level Design by  
Tessa Vosika



Cloud City Shadow Market  
Invin Castro  
Pete Hanshaw  
Level Design by  
David Glenn





Cloud City Shadow Market  
paintover  
Artem Mirskov



# Hosra

Once the home of an extinct noble family, Hosra is now little more than an agrarian planet. With no mineral wealth nor major sources of fuel, the planet garners little attention from the Empire or anyone else. Some believe members of the Noble Court still reside there in secret, but little evidence exists to support this theory.

Top right:  
Early Hosra environment  
Edmund Leo

Bottom:  
Hosra concept  
Cullen Brown

Facing page:  
Hosra environment  
Edmund Leo





The dusty remains of a noble palace was a successful joint effort between Environment Art, Art Direction, Level Design, VFX and Cinematics. It started out as a cold dead ruin but over a short period became a beautiful lush meditation garden.

- Edmund Leo



# Jhas Kril

One of two gas giants in the Hoth system, Jhas is home to some twenty-four moons. Its eleventh moon, Jhas Krill, has a warm and swampy jungle terrain. Man-made structures tend to be consumed by the vegetation and soggy terrain, and it remains largely uninhabited by sentient life.

Bottom:  
Jhas Kril environment  
Ziv Wong

Right:  
Environment paintover  
Artem Mirskov





Shellish hut concepts  
Cullen Brown



Shellish hut final concept  
Cullen Brown



# Delphon

There are many planets within the Anoat Sector, enough to keep an intrepid adventurer - or an environment concept artist - busy exploring for a long time. Some of these worlds are central to our story, while others are merely explorations by the art team...

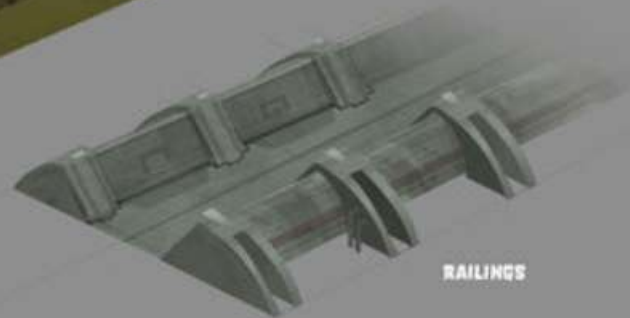




This page:  
Delphon concepts  
Cullen Brown

Known for its windswept grasslands and picturesque plateaus, Delphon hosts a large human-centric core city and many other outlying settlements of varying sizes. Because it is out of the way and off of the core trade routes within the Anoat sector, the planet has frequently had to be self-sufficient and is often used as a base of operations for pirates.

Facing page:  
Delphon concept  
Cullen Brown

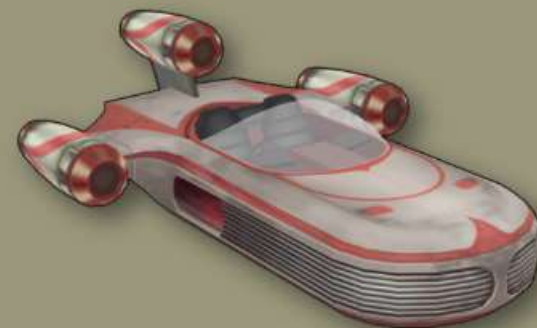


RAILINGS





This page:  
concepts for Delphon buildings & details  
Cullen Brown



Left and below  
Delphon environments  
Sundeep Dass

Above:  
Landspeeder model  
Danny Pierce





# Council

Council is another of many worlds within the Anoat Sector that the concept team explored as possible settings in *Uprising*. It is a world of rocky mountains and is the heart of the original ancient noble kingdom of the Nothoiiin people that once controlled the Anoat sector. The planet is dotted with ruins of ancient Nothoiiin noble estates.

Council concept:  
Cullen Brown





COUNCIL ENV



COUNCIL BANNER



COUNCIL ENV





COUNCIL ENV



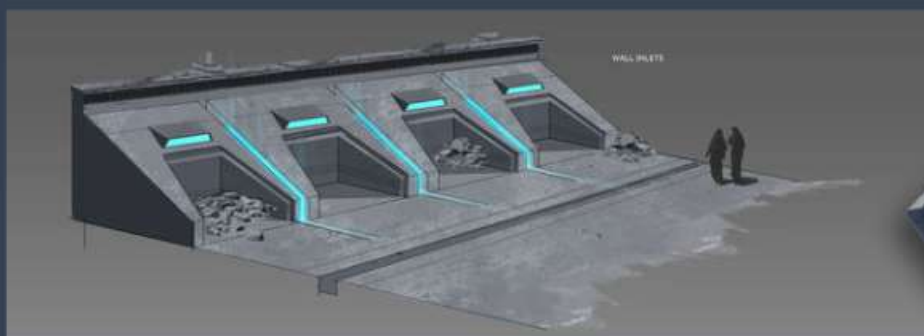


Above & facing page top:  
Council concepts  
Cullen Brown

Far left:  
Council wall detail  
Cullen Brown

Left:  
column concept  
Cullen Brown

Facing page bottom left & right:  
Council floor & stairs details  
Cullen Brown







Above:  
Council environment work in progress  
Edmund Leo

Facing pge:  
Council environment work in progress  
Edmund Leo

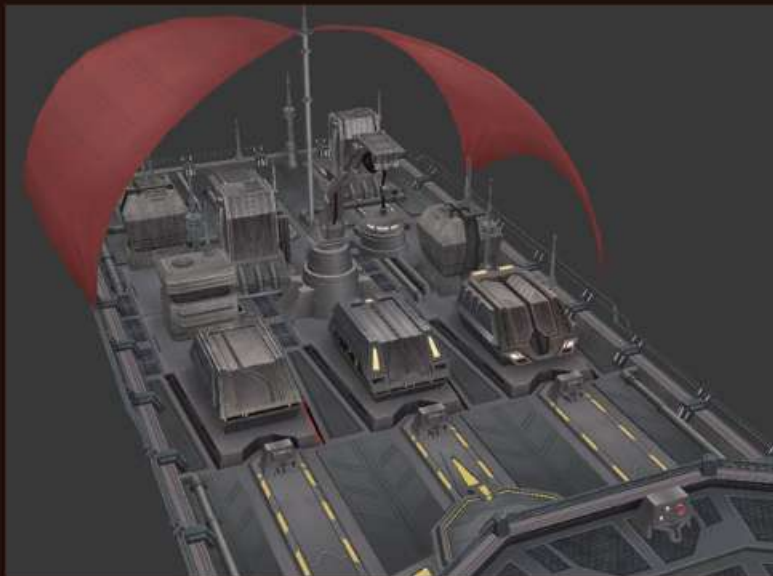


# Supplies Barge



Brask's Supply Barge concept  
Cullen Brown





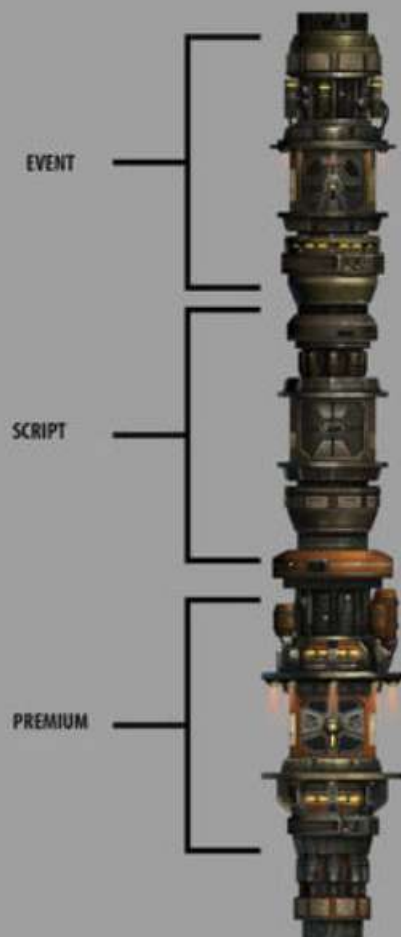
Top left:  
Supplies Barge  
Danny Pierce  
Peter Mayberry

Bottom left:  
Supplies ship concept  
Cullen Brown

Top right:  
In-game Supplies screen  
Brask model  
Jay Doherty  
UI  
Jonathan Sloan  
Elizabeth Balin  
Button illustrations  
Jordan Louie  
Effects  
Douglas Gaston  
Gavin Wood



Concept for an updated Supplies ship  
Jordan Louie



For one of the game's updates, we'd planned to completely redo Brask's Supplies barge. The team brainstormed a new idea for the hold of a weathered, messy cargo freighter with a central column that would raise and lower to reveal secret compartments which would contain Premium or Special Event items that Brask would sell you. Jordan did a great job envisioning the mechanics of how this would look and feel.

Updated Supplies ship  
Central column detail  
Jordan Louie

- Michael Dashow



Right:  
Ship 3D model  
Danny Pierce

Far right top, center & bottom  
Ship concepts  
Artem Mirskov

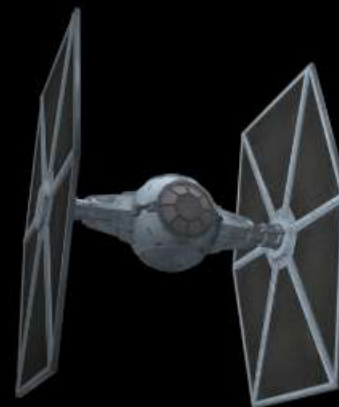
Below:  
Player ship model  
Danny Pierce



I really like this Corellian-style ship, the mini-Millennium Falcon, and would love to see that actually be a thing in the game. Maybe it will be! It shows up in some messaging and in some trailers. It just looks cool, way better than Dash Rendar's ship.

- Ken Capelli





Top & left:  
Sector Battle illustrations  
Cullen Brown

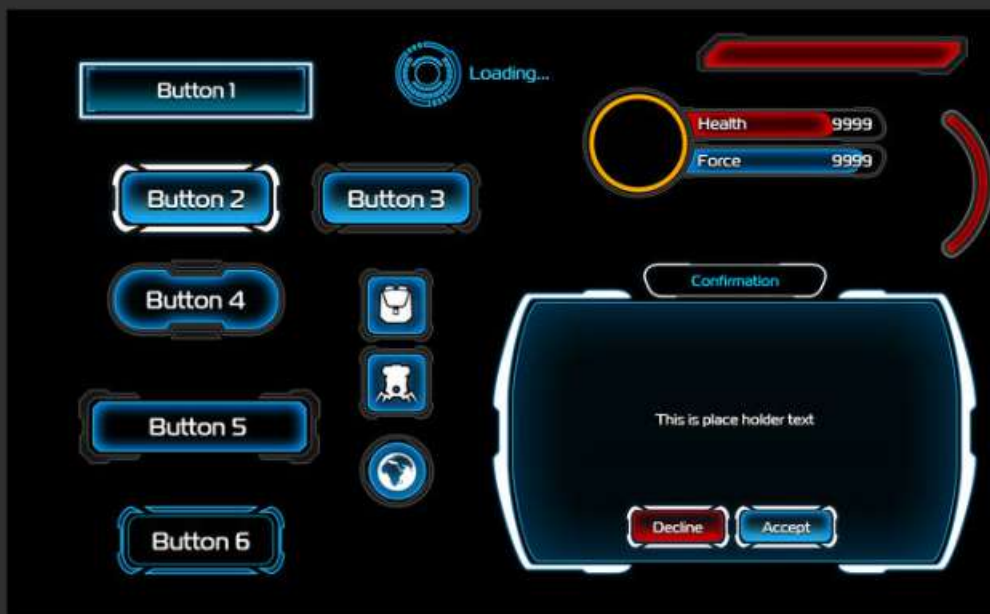
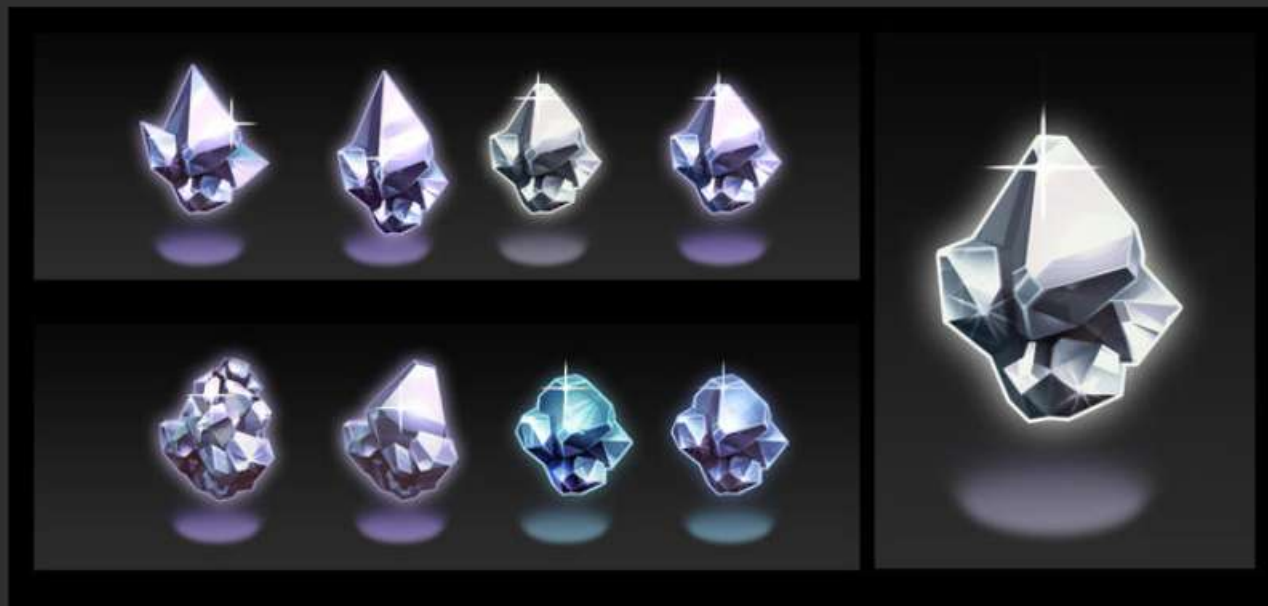
Above:  
TIE Fighter 3D model  
Danny Pierce

# UI

Right:  
Chromium exploration  
& final design  
Jordan Louie

Below:  
early UI exploration  
Jonathan Sloan

Bottom right:  
Weapon crate concept  
David McNeal







Loot crates:  
Designed by David McNeal  
Modeled & textured by Danny Pierce



Far left:  
Icon exploration  
Jonathan Sloan  
Kevin Ligon

Bottom left:  
Early mock-up for  
the daily messages  
Elizabeth Balin

Bottom right:  
Sector Battle UI  
Elizabeth Balin

Facing page top:  
Faction marks  
Elizabeth Balin  
Jordan Louie  
Callie MacDonell  
Jonathan Sloan

Facing page middle:  
UI icons  
Jonathan Sloan

Facing page bottom:  
NPC quest markers  
Jonathan Sloan

**My favorite part of  
*Uprising* was directing the  
faction symbols.  
Reflecting the personality  
of each faction so their  
symbol was distinct and  
making sure the designs  
all worked together to  
feel like part of the same  
Star Wars world. Kudos to  
the team for the excellent  
graphics explorations!**

- Ken Capelli



THE NOBLE COURT MARK



THE KOUHUN MARK



THE IVAX SYNDICATE MARK



THE RESISTANCE MARK







Top:  
Cartel Influence icons  
Jordan Louie

Above:  
Crew Run reward icons  
various artists

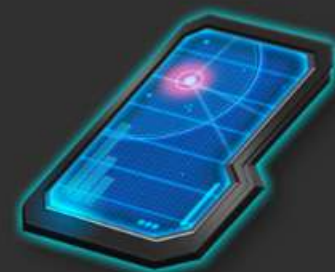
## CURRENCY



## MEDALS



## SHOP ITEMS



Top right:  
Daily check-in stamp  
Jordan Louie

Above middle:  
Energy icon  
Michael Dashow

Left:  
Medals & Currency  
Jordan Louie

Above:  
Battle Plan icon  
Cullen Brown





## CRATES OF CHROMIUM



## REWARDS



Top row:  
Offer illustrations  
Jordan Louie

Middle row:  
Chromium crate offers  
Jordan Louie

Right:  
Reward images:  
Jordan Louie





Ability icons:  
 Jordan Louie  
 with some work by  
 Aron Lusen  
 Michael Dashow



For something as important as the game logo, a lot of iteration was required to develop the perfect design. The final logo incorporated rough edges and splattered paint meant to evoke the feeling of revolutionary graffiti. The panels behind the text reference *Star Wars* wall and ship details, as if the logo were painted on a smugglers' ship. The angles on the metal mirror the angles in the UI throughout the game.

- Michael Dashow



Logo iteration & final logo:  
Michael Dashow





The designs to the left are only some of the many ideas explored for the game's app icon. We decided to focus on Commander Bragh because he both instantly feels like a character from the Star Wars universe and at the same time was unique to our game. Much iteration on his exact angle and setting (bottom left) led to our final app icon design.



The Bragh icon proved to be so iconic that we used his design for the Pinny Arcade collectible pins that we gave away at our booth at the 2015 PAX Prime in Seattle.



Top & bottom left  
App icon exploration  
& tests  
Michael Dashow

Top right:  
Final app icon  
Michael Dashow

Center:  
Bragh Pinny Arcade pin  
Michael Dashow

Left:  
pin backing design  
Michael Dashow



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VERY SPECIAL THANKS  
George Lucas







Uprising Release Poster  
Brian Matyas

